LUCIANO MATHEW HINARTA

FULL STACK DEVELOPER

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SUMMARY

Software Engineer with 2 years of experience and a track record of delivering over 10 successful software projects. Gained diverse professional experience by contributing to two distinct divisions at BINUS University through a full-time role and a separate professional internship.

PROFESSIONAL EXPERIENCE

Software Laboratory Assistant | Full time

Feb 2024 - Present

- Earned the position after outperforming a competitive pool of over 200 candidates in a multi-stage technical and aptitude assessment process.
- Facilitated practical learning for 7-9 classes each semester, guiding Computer Science and Information Systems students through hands-on technical labs.
- Authored and curated a comprehensive suite of learning materials—including case studies, practical exercises, and video tutorials—to create a more effective and engaging student learning environment.
- Completed mandatory Test Progressive Assistant (TPA) training, mastering diverse technology stacks including:
 - Web Development: React, Go, PostgreSQL, Python
 - · Desktop Application: React, Rust, GraphQL, mySQL
 - Mobile Development: Kotlin, Android Studio, Firebase
 - Game Development: Unity
 - Networking: Cisco Packet Tracer
- Selected as a trainer for the New Assistant Recruitment (NAR) program, responsible for creating database cases and mentoring candidates.

Binus Enrichment | Part time

Feb 2025 - Present

- Spearheaded the end-to-end development of the university's inaugural Enrichment Program website, transforming the program's operations from manual processes to a centralized digital platform.
- Responsible for the full software development lifecycle, including requirements gathering, UI/UX design, full-stack development, and final deployment of the new portal.
- Acted as a key support contact for students, providing technical assistance and resolving program-related issues to ensure a positive and productive internship experience.

EDUCATION

Binus University 2022 - Present

Bachelor of computer science. GPA: 3,63

PROJECTS

Ergasia

- Developed and deployed a decentralized Web3 freelance marketplace to connect clients and freelancers securely and
 efficiently. The platform features a native crypto wallet for transparent transactions, an Al-powered agent that
 enhances communication with real-time writing assistance and generative chat, and a robust identity verification
 system using facial recognition with Internet Identity to ensure user trust and safety. Created for Codefeast Hackaton
 and WCHL 2025
- Tech Stack: Motoko, React Vite, FetchAl, Supabase.

Olaft Bot

- Developed and deployed an Al-powered assistant bot to streamline daily operations for assistants at the Student Learning Community (SLC). Accessible via the LINE messaging app, the bot provides real-time lab availability status, instant access to personal schedules and casemaking data, and a searchable knowledge base for all lab regulations and procedures.
- Tech Stack: CrewAl, React Vite, Gemini, Supabase, LINE.

Spotify Clone

- Developed a Spotify clone featuring an Al-powered song detection and classification system. This project was created to fulfill the requirements of the Software Laboratory Center's Test Progressive Assistant (TPA)
- Tech Stack: React, Go (Golang), Python, PostgreSQL, Sass/SCSS.

Locwave

- Developed a native Android social media application for travelers, combining a visual, Instagram-style feed with a Bumble-like card-swipe interface for discovering travel partners. The app was designed to help users share travel experiences and connect with like-minded individuals in a dynamic and interactive way.
- Tech Stack: Kotlin, Firebase (Firestore, Authentication, Storage).

Plagion

- Developed a web-based system to ensure academic integrity by detecting plagiarism in student code submissions. The tool analyzes and compares code using a sophisticated Abstract Syntax Tree (AST) algorithm to identify structural similarities beyond simple text matching.
- Capable of generating official, detailed reports used by the SLC academic division to formally document and address cases of academic dishonesty.
- Tech Stack: Python, React, Shadon UI.

Binus Enrichment Portal

- Engineered a comprehensive web portal as part of a four-person team to centralize all university enrichment program information, successfully reducing staff workload and providing a single source of truth for thousands of students.
- As the Al Engineer, I developed and integrated an intelligent chatbot to provide 24/7 automated support, offering personalized program recommendations and instant answers to complex student queries.
- Tech Stack: Golang (Backend), React (Frontend), Tailwind CSS (Styling), CrewAl.

SKILLS

- Programming Languages: C/C++, C#, Python, Java, Kotlin, JavaScript, TypeScript, Go, Rust, Motoko, PHP
- Web Frameworks & Libraries: ReactJS, Svelte, .NET, AstroJS, NextJS, Laravel, Flask,
- Databases: SQL Server, MySQL, PostgreSQL, Supabase, Firebase
- Al: Tensorflow, Keras, CrewAl, FetchAl