

TITO D. KESUMO SIREGAR

Ted Kesgar (t.kesgar@live.com)

ABOUT ME

Bio

I am a fresh graduate currently looking for work in software engineering, especially in web application development.

I have been programming computer codes since high school. I am very interested with working in the tech industry, working on things to help people and contribute to the society.

After I graduated from college and gained a taste of office work culture, I am ready to start my dream career by working on the IT industry. I am eager to learn new concepts, practices, and tools from colleagues in order to improve my knowledge and experience as software engineer.

Interests

Programming, digital drawing, writing comics, football, VOCALOID, video games, anime and manga, making puns

WORK EXPERIENCES

Game Programmer Intern, Nightspade (2015)

- Implemented a number of game designs into a working mobile game prototypes using the Unity game engine

Staff, Nusaimoe/Nusa Mascot League (2016-present)

- Originally joined as writer for "report articles" for weekly match results
- Later started to handle the competition statistics, producing weekly match data
- Wrote a number of Google Sheets spreadsheet in order to allow match results to be published in time
- Currently working on a simple web system to handle the ever-increasing number of mascots

Internship, PT Pertamina Persero (2018-present)

- Assigned at Human Capital Information Services department
- Routines including data retrieval from a master database using Microsoft Excel
- Introduced a number of Excel templates to finish routine tasks faster
- Gained valuable knowledge about the information system overview in a large company, as well as useful office work practices and experience

PROJECTS

nusaleague.com (2018-now)

- Nusa Mascot League web server
- Consisting of a database, an endpoint, and a number of front-end apps for staffs and specific purposes (e.g. mascot voting for weekly competition, registration form for new organizations and mascots)
- Built from scratch using any resources available
- Tools: **Nginx, MySQL, Node.js, Next.js, React**

tkesgar.com (2016-now)

- Personal VPS hosting a personal website (tkesgar.com) and a WordPress blog (blog.tkesgar.com)
- Previously contains small apps written for fun (tkesgar/miyako, tkesgar/subaru)
- Also hosted Nusa Mascot League websites
- Tools/environment: **Ubuntu, Nginx**

ACTIVE OPEN SOURCE PACKAGES

@tkesgar/chihiro

- Implementation of JSON-RPC 2.0 specification
- [Source code repository](#), [npm package](#)
- Languages/tools: **JavaScript, Node.js, npm**

@tkesgar/haru

- Helper to make password hashing even simpler
- [Source code repository](#), [npm package](#)
- Languages/tools: **JavaScript, Node.js, npm**

sharo

- Boilerplate for building web applications using Next.js and Express
- Consists of a number of sub-packages available to use individually
- [Source code repository](#)
- Languages/tools: **JavaScript, SCSS, Node.js, npm, Next.js, Express**

ARCHIVED WORKS

Tebak Nusantara 2012

- Video game submission for Compfest Edugames Challenge 2012
- [Source code repository](#)
- Languages/tools: **Java, LibGDX**

Black Loli in a Box 2015

- Submission for Global Game Jam 2015
- [Source code repository](#), [playable WebGL build](#), [Global Game Jam submission page](#)
- Languages/tools: **C#, Unity**

Crossy Road Clone Challenge 2015

- Crossy Road clone for Nightspade internship acceptance submission
- [Source code repository](#), [playable WebGL build](#)
- Languages/tools: **C#, Unity**

Samsara 2016

- Submission for Global Game Jam 2016
- [Source code repository](#), [playable WebGL build](#), [Global Game Jam submission page](#)
- Languages/tools: **C#, Unity**

miyako 2016

- Facebook album images downloader
- [Source code repository](#)
- Languages/tools: **JavaScript, React, Redux, Brunch**

subaru 2016

- Perhaps the easiest and fastest text a e s t h e t i c i z e r (used to be) available
- [Source code repository](#)
- Languages/tools: **JavaScript, Brunch**

houshou 2017-2018

- Implementation of the paper for my bachelor's thesis
- [Source code repository](#)
- Languages/tools: **C++, Cinder**

TOOLS

Frequently used

- **Languages:**
JavaScript, SCSS
- **Tools:**
Node.js, Next.js, React, MySQL/MariaDB
- **IDE:**
Visual Studio Code

Has published a work with

- **Languages:**
Java, PHP, C#, C++
- **Tools:**
LibGDX, Codelgniter, Unity, Cinder
- **IDE:**
Visual Studio Community

Other tools

- **Support tools:**
XAMPP, PuTTY, WinSCP, Git, GitHub, Bitbucket, Travis CI, Codecov, Greenkeeper
- **Other softwares:**
Microsoft Excel (frequently used during internship), Google Sheets (frequently used to manage Nusa Mascot League statistics), Clip Studio Paint (used for drawing)