

PIETER TANOTO

Software Developer

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Computer Science graduate from Universitas Sumatera Utara with versatile technical experience across mobile development, backend systems, and quality assurance. Proficient in building Android applications using Kotlin and Java, while developing robust RESTful APIs with Express.js, Laravel, and Spring Boot. Experienced in conducting both manual and automated testing to ensure software reliability throughout the full development lifecycle. Strong analytical problem solver who adapts quickly to technical roles, with a proven track record in integrating AI services and optimizing system performance. Looking for opportunities to contribute expertise in mobile-backend architecture and quality-driven development.

WORK EXPERIENCES

BPJS Ketenagakerjaan (BPJAMSOSTEK) South Jakarta, DKI Jakarta
IT Support & AI Developer Internship Sep 2024 – Dec 2024

- Automated admin workflows using internal AI tools, enhancing efficiency and processing speed
- Optimized backend systems and monitored infrastructure performance to ensure 24/7 stability
- Supported system troubleshooting, incident handling, and performance improvement initiatives
- Worked within an Agile Scrum environment to manage tasks, timelines, and continuous improvements
- Documented technical processes and system configurations to improve team knowledge sharing

EDUCATION

UNIVERSITY OF NORTH SUMATRA Medan, North Sumatra
Bachelor's Degree in Computer Science (GPA: 3.94/4.00) Aug 2021 – Aug 2025

PROJECTS

Personal Project : Integrated Point Of Sale (POS) System Medan, North Sumatra
Full Stack Developer Aug 2025 – Present

- Developed an independent POS system to manage transactions, inventory tracking, and sales reporting.
- Built a robust backend using Laravel to handle complex business logic and MySQL database management.
- Designed a responsive UI to streamline the checkout process and improve operational efficiency.
- Implemented version control using Git and optimized the environment for scalability

Final Year Project : LapoBang Mobile Apps Medan, North Sumatra
Full Stack Developer (AI, Android & Backend) Feb 2025 – Jun 2025

- Architected a full-stack solution featuring an Express.js backend and a robust mobile application.
- Fine-tuned YOLOv11 for real-time pothole detection and U-Net for precise damage segmentation.
- Optimized models via TensorFlow Lite for low-latency inference on Android devices.
- Managed end-to-end development, including geolocation services and real-time data synchronization.

BPJAMSOSTEK : AI Chatbot Ecosystem South Jakarta, DKI Jakarta
IT Support & AI Developer Sep 2024 – Dec 2024

- Developed a chatbot interface using Python and Streamlit for accurate, context-aware information.
- Implemented RAG using LangChain with ChatGPT for reasoning and Qwen via Ollama for local processing.
- Engineered system prompts and context-handling logic to ensure fast response times and reliable outputs.
- Secured the environment with JavaScript-based validation and API security protocols to protect data privacy.

BANGKIT Academy 2024 Batch 1 : Capstone Project (Auxilium)

Medan, North Sumatra

Mobile Android Developer

Feb 2024 – Jul 2024

- Managed the full SDLC of Auxilium, a smartphone recommendation app, from UI design to Android deployment.
- Engineered the integration between mobile client and backend for seamless API communication.
- Led technical execution within a one-month cycle, ensuring all milestones were met on time.
- Communicated technical solutions professionally in English during presentations and reviews.

Techy Trashker : Waste Management App

Medan, North Sumatra

IT Support & Concept Researcher

Mei 2023 – Aug 2023

- Prototyped waste collection scheduling system for Medan municipal operations
- Designed mobile interface mockups for waste pickup requests and route optimization
- Won Favourite Team Award among 50+ competing teams for innovation and presentation

ACHIEVEMENTS

Favourite Team Award Winner, Fordigi BUMN Hackathon Challenge

Medan, North Sumatra

IT Support & Concept Researcher

Aug 2023

- Demonstrated proficiency in IT support and contributed valuable skills in conceptual research.
- Spearheaded the development of Techy Trashker, an innovative solution for efficient waste management in Medan City.

SKILLS

- Programming & Frameworks: PHP (Laravel, CodeIgniter), JavaScript (Node.js, Express.js, React.js, Next.js), Kotlin (Android), Java (Spring Boot), Python (FastAPI).
- Databases & Tools: MySQL, PostgreSQL, MongoDB, Firebase, Git, GitHub, Docker, Postman.
- AI & Automation: RAG, LangChain, TensorFlow, Prompt Engineering, n8n, Streamlit.
- Platforms: Vercel, Supabase, Railway, Jira, Trello.
- Languages: Indonesian (Native), English (TOEFL ITP: 530), Hokkien (Native), Mandarin (Limited).