

Java Kanaya Prada

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SUMMARY

Fresh graduate from Sepuluh Nopember Institute of Technology with a focus on software development across platforms, including mobile and web applications. Skilled in modern technologies such as Laravel, Golang, Python, and Swift, with hands-on experience building real-world applications. Built Android apps using Flutter, iOS and macOS applications with SwiftUI, and scalable backend services using RESTful APIs. Familiar with enterprise-level frameworks and codebases, and comfortable collaborating with multidisciplinary teams. Currently exploring AI, game development, and AR, and applying them to practical problems. Committed and self-regulated.

EXPERIENCE

Apple Developer

Surabaya, Indonesia

Apple Developer Academy @ UC

Mar 2025 – Dec 2025

- Contributed to 7 app and game projects in teams of 3–5, covering the full cycle: problem discovery, design (Apple HIG), coding, project management, and stakeholder engagement.
- Developed solutions addressing real-world problems using Apple technologies (Swift, SwiftUI, ARKit, RealityKit).

Software Developer Intern

Surabaya, Indonesia

PT HM Sampoerna, an affiliate of Philip Morris International Inc.

Sept 2024 – Feb 2025

- Contributed to 6 project tickets and 10 BAU (Business-As-Usual) improvements across multiple digital platforms (AYO Kasir, Qoncierge, Mitra, and others).
- Collaborated with 30 interns and 12 external vendors (directly with 2 vendors) in an Agile environment.
- Built and integrated APIs using Laravel, Node.js, and AWS to support evolving business needs.

Backend Developer

Surabaya, Indonesia

SPMB Jawa Timur 2025

Jan 2025 – Jul 2025

- Maintained and enhanced the backend system for the regional student admission platform, serving roughly 600,000 registered users and about 1 million public visitors.
- Contributed to the refactor of the reporting module from Laravel to Golang, reducing infrastructure costs.
- Implemented RabbitMQ during the migration from Laravel Queue to Golang, providing a reliable queuing mechanism not natively available in Golang.

Backend Developer Intern

Surabaya, Indonesia

Direktorat Pengembangan Teknologi dan Sistem Informasi (DPTSI) - ITS

Mar 2024 – Dec 2024

- Refactored an academic information system from PHP to Golang (Gin, Gorm) using a modular monolith clean architecture.
- Engineered a lecturer evaluation module serving 27,000+ active students, improving maintainability and scalability.

NOTABLE PROJECTS

BirdBox - AR Multiplayer Game

- ARKit + RealityKit multiplayer game where players control animated chickens in shared physical space.

Crabbylicious - HyperCasual Mobile Game ([App Store](#))

- The drop-and-catch game tests player focus and reflexes.

Mone - Finance App ([Github](#))

- Coursework project: mobile finance tracker with split-bill collaboration.

UlaScan - Bangkit led by Google, Goto, and Traveloka, Android, ML/NLP ([Github](#), [Youtube](#))

- Summarizes Tokopedia product reviews with sentiment analysis.
- Optimized ML API latency from 98s → 10–20s (≈80–90% faster) using Golang concurrency.

Kalm - Pomodoro + Neurofeedback ([Github](#))

- Pomodoro productivity app with real-time neurofeedback. Integrates Muse EEG headband to visualize focus through ambient 3D environments.
- Generates adaptive soundscapes based on brainwave signals, built using Blender, React Three Fiber, Next.js, and Golang.

EDUCATION

SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY

Bachelor of Computer Science

Cumulative GPA: 3.81/4.0
Graduation of September 2025

- Teaching Assistant for Data Structures, Database Systems, and Operating Systems
- Final Project: Forensic Reconstruction of Linux Operating Systems Based on YAML Data Serialization
- Published Paper: Optimizing Multi-Class Botnet Detection Models to Detect SPAM Botnets with Feature Selection Methods: A Comparative Analysis ([DOI: 10.18280/ijssse.140430](https://doi.org/10.18280/ijssse.140430))

VOLUNTEER

Data Management Team

Jan 2023 – Oct 2023

Schematics 2023

Managed data for a large-scale national technology event series, including the National Logic Competition with roughly 1,000 teams (2–3 members each), the National Programming Contest with around 70 senior teams and about 250 junior participants, the National Seminar on Technology with around 240 attendees, and the Reeva Music Concert, which sold approximately 2,000 tickets.

Scientific Committee, National Programming Contest

Sept 2022 – Nov 2022

Schematics 2022

Designed easy and medium-level programming problems for the National Programming Contest, supporting about 21 senior teams (2–3 members each) and around 24 junior participants.

SKILLS & INTEREST

Programming: Swift, C/C++, Python, PHP, Golang, Dart, C#

Frameworks: Laravel, Gin, Flutter, SwiftUI, Unity

Databases: MySQL, PostgreSQL, Firestore

ML & Data Science: Pandas, NumPy, Scikit-learn

Cloud & DevOps: AWS, GCP, Firebase, Git

Development Areas: Backend systems, Mobile (iOS/Flutter), AR applications

Tools: Jira, Notion, Sourcetree

Soft Skills: Problem Solving, Critical Thinking, Project Management.