

Paundra Amirtha Tanto

Software Developer / Engineer

A Software Engineer with a focus in developing a robust, efficient, and scalable software. Proficient in modern programming languages and frameworks, with the expertise in leveraging technical and problem-solving skills to deliver innovative solutions, and eagerly ready to contribute to cutting-edge software projects.

📍 Jakarta, Indonesia

✉ paundratanto@gmail.com

☎ +62 81235142220

🌐 paundra0217.github.io

🌐 [linkedin.com/in/paundra-tanto/](https://www.linkedin.com/in/paundra-tanto/)

Experience

Programmer Intern

Strayflux Studio

Feb 2025 - Feb 2026

- Designing and building a software product from ground up with company's established development pipeline in a cross functional team of 5.
- Designed and developed a core system architecture and features with **Unity** and **C#** programming language, to ensure scalability and maintainability.
- Implemented backend logic and system through clean code to ease the integration with other programmer's works, and vice-versa.
- Building and enhancing developer workflow to ensure and maintain great developing experience by the team.

Associate Programmer

Bina Nusantara IT Division

Mar 2023 - Feb 2024

- Maintained and enhanced 3+ internal web portals written in **C#** and **ASP.NET**, accessed and used by students and staff across the organization to ensure smooth and consistent user experience and intended functionality.
- Collaborated in a 4-person sub team within a larger engineering group to introduce new features according to growing user's demand and resolve bugs that improved usability.
- Actively fixed recurring issues and bugs that was reported by users to reduce error reports and improve platform stability.
- Implemented feature upgrades that aligned with user feedback that will supports evolving academic and administrative workflows.

Projects

Portfolio Website (paundra0217.github.io)

Aug 2025 - Now

Built a personal portfolio website using **Next.js**, **Tailwind**, and **Motion** (prev. Framer Motion) to showcase projects and professional experience, featuring responsive design and simple animations, and deployed the site for cross-device accessibility.

Echoes Beneath

Jul 2024 - Sep 2024

Built user interfaces and backend logic by implementing menu and settings interfaces, UI logic, and core functionality for an interactive user experience in a team of programmers, to collaboratively develop a 3D game or interactive application with **Unity** and **C#** programming language

Meeting Scheduler

Nov 2023 - Dec 2023

Built a meeting scheduling system for small teams, solving fragmented calendars, lack of visibility, and scheduling conflicts through a centralized, admin managed platform. Implemented role based access, conflict prevention, and a calendar style timeline using **Laravel**, **React**, and **MySQL** in a monolithic architecture. Designed for simplicity and maintainability at a 20-30 user scale.

Education

Bachelor of Science in Computer Science (Game Application and Technology)

2026

BINUS University

Skills

- **Languages:** Indonesian (native), English (TOEIC 920)
- **Programming Languages:** C#, PHP, HTML/CSS, JavaScript, SQL
- **Technologies:** React, Laravel, Tailwind CSS, Unity
- **Tools:** Visual Studio, VS Code, Git, Figma