

RIKI ANDRIANA

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SUMMARY

Full Stack Developer with experience developing AI-powered web applications, realtime monitoring systems, smart farming analytics platforms, and automation tools using React.js, Next.js, Node.js, Express.js, MySQL, and ClickHouse. Experienced in building scalable frontend and backend systems, integrating realtime data services, and developing analytics features for end users.

WORK EXPERIENCE

IT / Full Stack Developer – PT Ansell Jaya Indonesia Mar 2025 - Present

- Developed features for Ansell Business Intelligence, a smart farming web application for realtime monitoring and analytics.
- Implemented AI-powered analytics for poultry farm performance and egg counter data correlation.
- Developed AI-powered web applications for marketing content and idea generation.
- Developed REST APIs and backend services for realtime egg counter integrations.
- Worked with ClickHouse for realtime analytics and high-volume data processing.
- Built responsive dashboards, frontend interfaces, and user-facing web pages using React.js and Tailwind CSS.

VR Application Developer – Freelance Contract Apr 2024 - Aug 2024

- Developed a VR mobile application for a client's educational project on Pancasila using Unity.
- Implemented controller interactions, user interfaces, and immersive learning experiences.
- Collaborated with a team to improve application features and user experience.
- Conducted testing and troubleshooting to ensure application stability and performance.

AR & VR Practicum Instructor – Universitas Majalengka (Contract) Jun 2024 - Jul 2024

- Guided students in understanding the fundamentals of Augmented Reality (AR) and Virtual Reality (VR).
- Assisted students in developing AR and VR projects using Unity.
- Created modules and practical materials to improve learning efficiency.
- Evaluated students' project outcomes and provided technical feedback.

Game Developer – Indie Game Development Team (Part Time) Feb 2023 - Nov 2023

- Developed an Indonesian-themed horror game using Unity and C#.
- Designed gameplay systems, AI behavior, and interactive game elements.
- Collaborated with a team to develop and release the game "Surup" on itch.io.

EDUCATION

Bachelor Degree – Informatics Engineering 2020 - 2024

Universitas Majalengka (GPA: 3.81)

TECHNICAL SKILLS

- **Frontend:** React.js, Next.js, Tailwind CSS
- **Backend:** Node.js, Express.js, REST API
- **Database:** MySQL, PostgreSQL, MongoDB, ClickHouse
- **Tools:** Playwright, Docker, Git, Postman
- **CMS:** WordPress

SOFT SKILLS

- Analytical Thinking
- Problem Solving