

DIONOVAN RAMADHANI

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South Jakarta, Indonesia

Full-Stack Web & Blockchain Developer with 2 years of experience engineering scalable digital ecosystems using JavaScript and TypeScript. Proven ability to architect end-to-end solutions—from developing robust backends (Node.js, PostgreSQL) that drive complex platform economics and secure transactions, to crafting highly engaging, responsive frontends (React, Next.js). Leveraging smart contract expertise (Solidity) and analytical problem-solving rooted in game development to deliver seamless, high-performance decentralized applications.

Work Experiences

Emveep

Aug 2024 - Present

Fullstack Developer

- Engineered end-to-end architectures bridging front-end, back-end, and blockchain layers for a decentralized Web3 platform.
- Translated UI/UX designs into responsive, cross-device web components for the company subdomain.
- Architected scalable database schemas to support platform economics and high-performance operations within a Telegram-based ecosystem.
- Deployed secure NFT and Token Vesting smart contracts on the BSC network utilizing Solidity and Ethers.js.
- Implemented automated token distribution logic to securely manage complex vesting schedules.
- Integrated Pinata (IPFS) to handle decentralized metadata and serial number storage for an NFT marketplace.
- Developed a comprehensive Telegram Mini App using the Telegram SDK to provide seamless in-app user experiences.
- Integrated the TON Telegram Wallet to facilitate secure crypto payments and back-end transaction logging.
- Built dedicated Web CMS and admin dashboards to streamline content management and user monitoring across multiple internal projects.

Walden Global Service

Jun 2024 - Aug 2024

Full-Stack Developer Trainee

- Completed an intensive 3-month full-stack bootcamp, mastering React.js, Node.js, and PostgreSQL.
- Implemented administrative dashboard features for end-to-end product management.
- Engineered responsive front-ends (React.js, Tailwind CSS) integrated with robust Node.js back-ends.
- Developed a full-stack e-commerce platform for mechanical keyboards with seamless user checkout flows.

Lentera Nusantara

Nov 2023 - Mar 2024

Game Programmer

- Engineered core gameplay mechanics and physics for a mobile pinball game ("Tuyul Mantul") using Unity and C#.
- Built API-driven back-end systems to securely manage game data flow and player progression.
- Integrated the Google Play API for seamless user authentication and data synchronization.
- Optimized dynamic in-game data states throughout development to ensure high performance.

Techpolitan Indonesia Persada

Mar 2023 - Aug 2023

Part Time Unity Developer

- Developed a mobile metaverse platform for Android devices using the Unity Engine.
- Architected the multiplayer system for the Techpolitan Metaverse using Photon PUN.
- Programmed a cooking simulation minigame encompassing core mechanics, dynamic scoring, and game loop.
- Integrated user data and minigame states into the main platform via robust API connections.

PT. BANK NEGARA INDONESIA (Persero) Tbk.

Feb 2023 - Jun 2023

Metaverse Developer Intern

- Developed VR and desktop-based metaverse projects using the Unity Engine and C#.
- Built the core multiplayer infrastructure for the BNI Metaverse platform utilizing Photon PUN.
- Programmed seamless VR interaction mechanics for the BNI project.

Mythologic Studio

Mar 2022 - Feb 2023

Game Programmer Intern

- Developed two minigames and collaborated on a life-simulation RPG using Unity Engine.
- Built a mini-racing game with optimized touch controls, leaderboards, and scoring.
- Programmed core mechanics and game flow for a hidden-object minigame.
- Developed key RPG features including enemy AI, fishing systems, and day/night cycles.

Cube Studio

Feb 2022 - Apr 2022

Unity Programmer Intern

- Completed specialized internship training in Unity Programming.
- Developed a survival-horror game prototype from the ground up utilizing the Unity Engine.
- Managed and mentored incoming programming trainees in the capacity of Project Manager.

Education Level

Universitas Telkom - Bandung

Diploma in Multimedia Engineering Technology, 3.98/4.00

Organizational Experience

Multimedia Research Laboratory

Jun 2021 - Apr 2022

Head of Research and Business Division

- Led the research and innovation of multimedia solutions targeting global market demands.

Central Computer Improvement Telkom University

Feb 2021 - Jan 2022

Vice Chairman

- Co-led the strategic planning of CCI's core vision, driving organizational development across all services.

Himpunan Mahasiswa Teknologi Rekayasa Multimedia

Feb 2020 - Jan 2021

Staff of Education and Competition Handling

- Managed academic activities and competition preparations within the student association.

Skills

- **Programming Languages:** JavaScript, TypeScript, Solidity, C#, C++
- **Frontend Technologies:** React.js, Next.js, Tailwind, CSS, HTML, Bootstrap
- **Backend & Databases:** Node.js, Express.js, EJS, Nest.js, Prisma ORM, PostgreSQL, MongoDB.
- **Web3 Environment:** Ethers.js, Hardhat, IPFS (Pinata)
- **Game Engine:** Unity
- **Tools:** Git, Unix Command