

Ilham Abiyasa Suhardi (Abi)

Full-stack Web Developer at PINSTYLE GmbH



Personal Data

Birth date 9 December 1979
Contacts ilham.suhardi@gmail.com | +49 176 29552979
Websites <http://www.abiyasa.com> | <https://github.com/abiyasa>

Summary

Full-stack JavaScript developer, with extensive experience in frontend and mobile application development.

Frontend and web app development with HTML5, JavaScript, CSS3

- jQuery, Backbone.js, Marionette.js, AngularJS
- Responsive web design using Twitter Bootstrap
- Task and Package management using Grunt, Bower, and NPM
- Module system using Require.js, CommonJS, and Browserify
- Unit testing using Mocha, Sinon, and Karma
- Animation and multimedia using CreateJS and Three.js (WebGL)
- Backend development using Node.js, MongoDB/Mongoose, and Express.js
- Knowledgeable in ES6 (Promise, Class, and Generator) and Web Components

Passionate in web and interactive application

- Active user of modern web/social media application
- Actively participating on developer community: writing Blogs, tutorials and contributing in open-source projects on GitHub
- Active in meetups in Berlin regarding mobile/web app development and start-ups.

5+ years experience in ActionScript 3

- Prototyping and RIA development using ActionScript 3 and Adobe Flash/Flex
- Mobile application development with Adobe AIR and Android.
- Flash game development using Stage3D libraries: Away3D and Starling Framework

Passionate about learning and exploring new technology. Currently doing side projects in:

- Google App Engine and Cloud Platform
- Docker
- Golang and Dart

Work Experience

Full-Stack JavaScript Developer at PINSTYLE GmbH

2013 - Present (1 year)

Full-stack JavaScript developer.

- Backend: Node.js, ExpressJS, KrakenJS, MongoDB, Mongoose
- Rest API design and implementation
- Frontend: BackboneJS, MarionetteJS, AngularJS,
- Twitter Bootstrap themes customization using LESS and CSS3
- Build tools: Grunt, Bower, Yeoman, Browserify
- Testing: Jasmine, Mocha/Chai/Sinon, PhantomJS, and Jenkins

Frontend Developer at iconmobile GmbH

2008 - 2013 (5 years)

Developing Rich Internet Application for authoring mobile websites.

- Prototyping using ActionScript 3 and Flash/Flex
- Porting Flash/Flex RIA to HTML5.
- Frontend and UI implementation using HTML5, Backbone.js, jQuery and CSS3
- Responsive web design using Twitter Bootstrap
- Designing and developing RESTful web services using Node.js, MongoDB/Mongoose and Express.js
- Setting up build and testing environment using Grunt, Bower, and Jasmine
- Mobile app development using Android, Adobe AIR and PhoneGap

Game Designer and Lead Programmer for Master Project at University of Bremen

2005 - 2006 (1 year)

Game Designer and Lead Programmer for Project CitizenMOB in University Bremen, a master project developing a location-based online game for mobile phone using J2ME technology.

Co-founder and Game Designer at Abi Amy Games

2003 - 2004 (1 year)

Co-Founder and Lead Programmer for Abi Amy Games, a company developing J2ME casual games (puzzle and card games) for mobile phone

Lecturer at Quantum College

October 2003 - March 2004 (6 months)

Lecturer and writing teaching modules for J2ME and JavaScript classes.

Developer at PT eBdesk Indonesia

2002 - 2003 (1 year)

C/C++ and CGI developer for enterprise intranet application.

Other Skills

- C/C++, C#, Java, J2ME, Python, LISP
- Android Development
- Mobile and desktop app development using Adobe AIR
- Versioning system with Git and SVN
- Game development using Flash and HTML5/JavaScript
- SQL and Graph Database

Projects

Presentation at Berlin HTML5 Meetup

(<http://abiyasa.com/blog/2013/09/18/presentation-at-html5-meetup/>)

September 2013

Talk and presentation about 'Getting started with HTML5 Game Development using CreateJS'. A brief introduction to CreateJS library and live coding on how you can use it to develop a simple arkanoid game.

Technical book reviewer for Packt Publishing

(<http://www.packtpub.com/learning-three-js-javascript-3d-library-for-webgl/book>)

July 2013 - September 2013

Technical reviewer for JavaScript book "Learning Three.js: The JavaScript 3D Library for WebGL". Making sure the concept is clear enough, the correctness of the source codes, and reviewing the code consistency.

Ash-JS Framework (<https://github.com/abiyasa/ash-js>)

December 2012 - December 2013

A JavaScript port of Ash Framework, an ActionScript 3 entity-component based framework for game development. **Libraries used:** Grunt, Node.js, QUnit

Ashteroids (<https://github.com/abiyasa/ashteroids-js>)

March 2013 - April 2013

An example game project using our Ash-JS, JavaScript entity-component based framework. The system allows you to easily switch between 2D and 3D mode while using the same game logic and other game components.

Libraries used: Ash-JS Framework, Node.js, Grunt and Bower for build management, CreateJS, Backbone.js and Three.js

They were 11 Clones (<http://abiyasa.com/blog/2013/02/07/they-were-11-clones/>)

November 2012 - January 2013

#ongameamonth project: A 3D twin-stick shooter game using Adobe Flash, Stage3D, Away3D, and Ash framework (ActionScript 3).

Milk Carton Boy (<http://abiyasa.com/blog/2010/09/23/milk-carton-boy-shake-well-v1-0/>)

September 2010

A 3D mobile game for Android, developed using Adobe Flash, AIR and Away3D. Use touch screen for game control.

Large Group Game using Wii Remotes

(<http://abiyasa.com/.../large-group-gaming-using-wii-remote/>)

2008

My master thesis designing and developing a prototype group gaming which can be played up to 16 people using Wii Remote as input devices

Technology used: UDP server using C#, Irrlicht.net (C#) for game engine

Publications

How to Steer Characters in Group Games

Proceedings of GDTW (2008) and Springer Transactions on Edutainment II (2009)

Authors: Ilham Abiyasa Suhardi and Prof. Dr. Joern Loviscach

A scientific paper evaluating my master thesis project, developing a prototype system for large group gaming that employs a number of Nintendo Wii Remote devices for input.

Student Postmortem: University of Bremen's citizenMOB

Gamasutra March 29, 2007

An article about our last Master student project, explaining the technical problems, experience in developing location-based online gaming for mobile using J2ME.

Languages

- Indonesian (Native or bilingual proficiency)
- English (Professional working proficiency)
- German (Elementary proficiency)

Education

Universität Bremen, M.Sc in Digital Media

2004 - 2008

Institut Teknologi Bandung (ITB), Bachelor in Informatics Engineering

1997 - 2002

Interests

Sketching, character design, running, yoga