

# STEFAN MARBUN

Resume

## EXPERIENCE

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### FULL-STACK DEVELOPER

Descartes Localz / July 2022 - Present

*Achievements:*

- Overhauled the company's platform portal through a UI library transition, thoroughly refactoring it to be more extendable and easier to develop
- Built a core feature which allows customers to reschedule and cancel appointments
- Added further functionality onto bespoke software for Bunnings, a major client
- Made numerous time-sensitive fixes and optimisations, one of which gave the company a 58% decrease per day in operating costs

### DEVELOPER INTERN

Descartes Localz / August 2021 - July 2022

*Achievements:*

- Implemented a new workflows manager for the company's platform portal
- Built reusable and highly flexible React components for an internal component library

### OBJECT ORIENTED SOFTWARE DEVELOPMENT DEMONSTRATOR & DATABASE SYSTEMS TUTOR

University of Melbourne / March 2021 - June 2022

*Achievements:*

- Taught important programming concepts at a university level to classes of up to 30 students
- Created subject content with a team of tutors, customised for an online learning environment

### BACKEND DEVELOPER INTERN

PT Global Digital Niaga (Blibli.com) / December 2020 - February 2021

*Achievements:*

- Worked with the Customer Experience team to optimise one of Indonesia's largest e-commerce platforms
- Implemented ratings on product cards used by up to 20 million active users

## PROJECTS

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- VaccFind, a healthcare application built in 2 days for the CodeBrew 2020 Hackathon. My team placed in the top 5 out of 30+ competing teams  
*built with React.js, MapBox, Flask*

- A customer engagement application inspired by EatClub, where customers can search for food trucks and vendors can manage orders, made for a web development subject  
*built with React.js, Node.js, MongoDB*

- A sports platform where users can create and manage basketball leagues, matches, teams, and players  
*built with React.js, MongoDB, Chakra UI*

## PROFESSIONAL SKILLS

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- Languages: Python, Java, JavaScript, C, GoLang, Kotlin
- Web Development: React.js, HTML/CSS, Next.js, MongoDB, GraphQL
- UI/UX Design & Graphic Design: Figma, Photoshop, Illustrator

## EDUCATION

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2019 - Mid 2022      University of Melbourne (Bachelor of Science Degree in Computing & Software Systems)

*Achievements:*

- Dean's Honours List (2019 & 2020)
- Final WAM of 89.47
- Awarded Best Student in Foundation Studies Science stream with GPA of 9.7 of 10
- Awarded Best in the World for IGCSE Mathematics