



# BENIDIKTUS VALERINO GOZEN

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Vano is an informatics graduate from Atma Jaya University Yogyakarta with hands-on experience as a Fullstack Developer, specializing in mobile and backend development. Proficient in server management, Docker, and Linux, he builds scalable RESTful APIs using Golang and Java Spring Boot. Passionate about solving technical challenges, he combines academic knowledge with practical expertise to deliver efficient and robust software solutions. His adaptability and problem-solving skills make him a driven and capable developer in the ever-evolving tech industry.

## Work Experiences

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**Berjalan** - Yogyakarta, Indonesia

Sep 2024 - Present

*Java Back End Developer*

Worked on the MoXa Pinjaman & Kredit (Backend and CMS) using Springboot and Thymeleaf

- Built Spring Boot microservices to sync CMS & mobile app data
- Optimized PostgreSQL database structure for performance
- Managed code via GitLab, deployed on AliCloud, monitored with DataDog

**Wesclic** - Yogyakarta, Indonesia

Feb 2024

*Internship*

Developed a full-stack CMS web application for managing electronic inventory for the Yogyakarta Local Government (Pemda Yogyakarta) using Laravel.

- Built a full-stack CMS for electronic inventory management using Laravel (Pemda Yogyakarta)

**Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka**

Feb 2023 - Jul 2023

- Yogyakarta, Indonesia

*Mobile Development (Android) Student*

I created an Android application called Patuli (Pahlawan Tuli) that uses Kotlin to integrate machine learning and teach sign language communication through Bisindo gestures. The goal of this project is to provide a tool that enables both hearing and deaf individuals to learn and use sign language based on the Bisindo sign system, with the aim of facilitating better communication for the deaf community.

- Developed "Patuli (Pahlawan Tuli)" – An Android app (Kotlin) integrating machine learning to teach Bisindo sign language.
- Purpose: Bridge communication between deaf and hearing communities by providing an interactive learning tool.

**University Atma Jaya Yogyakarta**

Feb 2022 - Jul 2022

*Assistant Lecturer of Basic Programming*

- Teaching and providing materials to students using the C programming language

## Education Level

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**Universitas Atma Jaya Yogyakarta** - Yogyakarta, Indonesia

Aug 2020 - Aug 2024

*Bachelor of Informatika, 3.89/4.00*

- Course Committee

## Organisational Experience

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**Kelompok Studi Pemrograman** - Yogyakarta, Indonesia

Aug 2021 - Jul 2022

*Student Mentor*

Assistant Lecture in Object Oriented Programming using Java Language

- Conducted supplemental classes on Object-Oriented Programming (OOP) using Java
- Developed learning materials and exam questions for programming competency tests in C language

## Skills, Achievements & Other Experience

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- **Projects** (2023): I created an Android application called Patuli (Pahlawan Tuli) that uses Kotlin to integrate machine learning and teach sign language communication through Bisindo gestures. The goal of this project is to provide a tool that enables both hearing and deaf individuals to learn and use sign language based on the Bisindo sign system, with the aim of facilitating better communication for the deaf community.