



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

Berijalan - 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 - Yogyakarta, Indonesia

Feb 2023 - Jul 2023

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

Universitas Atma Jaya Yogyakarta - Yogyakarta, Indonesia

Aug 2020 - Aug 2024

Bachelor of Informatika, 3.89/4.00

- Course Committee

Organisational Experience

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

- **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.