

# Vadi Taslim

## Software Engineer

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## Experience

### Front-End Engineer @ *Private* (via Toptal)

Aug 2020 - Present // Remote

- Collaborated closely with the team to define technical approach, user stories, and estimations to build user-facing application,
- Took ownership of Front-end applications and built it from ground-up with React, Redux and Typescript.
- Took ownership of Discord bot application for 100k active users and built it from ground-up with NodeJS, Redis and Postgres.
- Helped to establish CI/CD on github workflow and deployment scripts with Docker to S3.
- Utilized best practices on both applications by covering them with unit tests, linter, prettier and custom made type definitions.
- Participated in code peer reviews daily and adapting to different sets of codebases and languages.

### Front-End Engineer @ Wallethub

Nov 2018 - July 2020 // Remote

- Took ownership of OWASP ZAP project in the first week to automate evaluation of found CVE vulnerabilities and to apply security patches.
- Maintained existing features and worked daily with a variety of different languages, frameworks and content management systems such as PHP, JavaScript, Angular 8, TypeScript, Node, WordPress, Redis, SOLR, MySQL, Shell, etc.
- Developed a set of automated security scanners of the most critical web application security breaches based on OWASP.
- Researched and analyzed known hacker methodology, system exploits and vulnerabilities based on or escalated from reports submitted through Bugcrowd and Hackerone.
- Initiated and implemented sanity, regression and acceptance unit tests with Mocha

### Front-End Engineer @ Awe

May 2017 – February 2019 // Remote

- Collaborated within a small team to create a 3D web application based on clients needs.
- Took ownership of the core component in the first year, that is responsible for 3D rendering capabilities in our main framework.
- Learned matrices, trigonometry, geometry and linear algebra to engineer the core component.
- Tuned with cross-browsers latest bugs, updates, capabilities policies and for recent features that were related to WebGL, VR, AR or XR.
- Developed and shipped robust and highly interactive plugins for components using ThreeJS.
- Conducted benchmarking for browser's scripting, rendering and painting performance.
- Analyzed and tracked down logics that cause memory leaks.

### Front-End Engineer @ Dominopos

April 2016 – May 2017 // Bali, ID

- Wrote modern, performant and robust code for a diverse array of internal projects.
- Contributed to open-source projects whereas to also support company products development.
- Periodically reviewed codes and conducted team discussion to solve possible fragile or outdated solutions.
- Designed and implemented unit testing for existing projects from the ground up. To achieve this, I also managed to work with the quality assurance team to find the best, self-adaptive tools to support the entire products lifecycle.
- Won the second cup of the company's annual codecamp event which was to build the first five web pages from scratch in a modern style by utilizing the latest technologies such as Angular (2+), SCSS, Node and MySQL.

### Full-Stack Engineer @ LCA

May 2015 – March 2016 // Selangor, MY

- Worked closely with designers and management team to develop, document and manage the logistics workflow.
- Proposed and implemented scalable solutions for deprecated codes that were optimizable to improve performance.
- Built and monitored clients' custom reports and determined necessary enhancements.
- Architected and implemented the back-end features and ensured it was covered in both unit and functional tests, and successfully that it was almost never to break other existing features.

### Full-Stack Engineer @ PowerGEN

July 2012 – April 2015 // Jakarta, ID

- Worked closely with managers and interfaced with clients on a weekly basis, providing latest technological expertise and knowledge.
- Developed and maintained multiple projects for a diverse set of clients.
- Provided on-site support for live applications and performed root cause analysis of production impacting issues.
- Architected and built a large-scale windows desktop application for facial recognition and fingerprints identifier by using .NET4, DigitalPersona, and Neurotech API.

### Tech Support @ Digicall

June 2010 – July 2011 // Sydney, AU

- Actively maintained and monitored live VOIP traffic.
- Operated MERA VoIP Transit Softswitch hardware and responsible to replace GSM cards.
- Researched for the best GSM rate deals that benefit company traffic from and to Australia.

## Skills

### Programming Languages

HTML, CSS/SCSS/LESS, JavaScript (ES6+), TypeScript, PHP, Java, C#, SQL, Lucene, Bash, Apache Rewrite

### Libraries & Frameworks

jQuery, Node.js, Express, Fastify, React, Angular (2+), Wordpress, ThreeJS, Bootstrap, Sails, Fontawesome, Laravel, Leaflet, DevExpress, Neurotech, .NET (4+), Retrofit

### Tools & Platforms

Git, Gulp, Grunt, Webpack, Wordpress, Docker, phpMyAdmin, OWASP ZAP, SOLR, Redis, MongoDB, Elastic Search, Vim, Nightwatch, Mocha, Selenium, Geckodriver, Webdriver, Firebase

### Others

Photoshop, Illustrator, Premiere Pro, 3D Studio Max, VRay

## Education

### Sydney University

February 2010 - July 2010 // Sydney, NSW

Graduate Certificate of Master of Interactive Design & Electronic Arts.

### Academy of Information Technology

February 2007 - August 2009 // Sydney, NSW

Certificate II of Multimedia  
Diploma of Multimedia  
Advance Diploma of Game Design

## Projects

### Unfat

A web app for lossless image compression, built with Node, Express and Python.

### URL Shortener

Yet another URL shortener built with Laravel.

### Locus

An android application of real-time location tracking, and messaging amongst facebook friends.

## Interests

Gaming, traveling, reading