FADLI PARESYI

Software Engineer | Fullstack Developer

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PROFESSIONAL SUMMARY

Software Engineer with expertise in modern web development and game architecture. Experienced in building responsive interfaces using React, Next.js, Node.js, MySQL, TypeScript, and Tailwind CSS, alongside game development using Godot Engine. Backed by Bangkit Academy cloud training and Red Team cybersecurity experience to ensure scalable and secure deployments.

EXPERIENCE

Cloud Computing Learning Path | Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka **Sep 2024 – Dec 2024**

- Graduated from a rigorous 900-hour intensive tech program focused on Cloud Computing infrastructure, backend development, and professional skills.
- Architected and deployed scalable backend RESTful APIs for the final Capstone Project, integrating seamless communication between Machine Learning models and front-end applications.
- Configured and managed cloud infrastructure using Google Cloud Platform (GCP), utilizing services such as Cloud Run, App Engine, Cloud SQL, and Cloud Storage.
- Implemented user authentication, database management, and cloud deployment pipelines to ensure high availability and secure system performance.

Junior Cybersecurity & Red Team Intern | PT VINIX SEVEN AURUM (VINIX7) **Sep 2025 – Dec 2025**

- Trained and operated within the Red Team (Offensive Security), focusing on identifying, analyzing, and exploiting system vulnerabilities.
- Conducted penetration testing and vulnerability assessments on [Target Sistem: misal web applications / network infrastructure] to evaluate security resilience against real-world threats.
- Utilized security tools and frameworks such as [Tools: misal Kali Linux, Nmap, Burp Suite] to simulate cyberattacks and document security flaws for mitigation.

TECHNICAL SKILLS

Languages : JavaScript, TypeScript, Python, HTML, CSS

Frontend : React, Next.js, Tailwind CSS, Bootstrap, HTML

Backend : Node.js, Express, REST APIs

Database & ORM : MySQL, MongoDB

Tools & Cloud : Git, GitHub, Docker, Vercel

EDUCATION

Bachelor of Software Engineering | Universitas Bina Sarana Informatika **2022 – Graduated 2026**

GPA: 3.81 / 4.00

Thesis: Rancang Bangun Game 2D Action Platformer The Slayer Menggunakan Arsitektur Finite State Machine Berbasis Godot Engine

CERTIFICATIONS

- PCAP: Programming Essentials in Python — Cisco
- Program Analyst — BNSP
- Cohort Cloud Computing Path — Bangkit Academy
- Junior Cybersecurity Engineer — Vinix7