

YOHANES CHRISTIAN PANJAITAN

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Jati agung, Lampung Selatan, Lampung, Indonesia

I am a Full-Stack Developer and Software Developer with a strong interest in building efficient, scalable, and user-centric web applications. Having experience developing digital systems for the public and education sectors, I am accustomed to working from the frontend to the backend using modern technologies such as Nodejs, TypeScript, Tailwind CSS, and PostgreSQL.

Work Experiences

BPJN Lampung - Lampung, Indonesia

Feb 2025 - Present

Freelance Fullstack Developer

The Lampung National Road Implementation Agency (BPJN) is a technical implementation unit under the Directorate General of Highways, Ministry of Public Works and Public Housing, responsible for the construction, maintenance, and management of national road infrastructure in Lampung Province. BPJN Lampung plays a vital role in supporting connectivity, mobility, and regional economic growth by providing a reliable and sustainable road network.

- Work Portfolio:
- Developed SILOMPAT, a web-based information system to digitize the heavy equipment operating unit certification registration process for infrastructure project contractors. Built the frontend and backend using Next.js and TypeScript, and designed a responsive UI with Tailwind CSS. Implemented a modular architecture and performance optimization to support BPJN's internal use. Provided online registration features, certification status and document management, and an admin panel for verification and reporting. Achievements Accelerated the heavy equipment operating unit certification process. Reduced reliance on physical documents and manual processes. Supported BPJN's public service digitalization efforts and increased internal bureaucratic efficiency.

Sumatra Institute of Technology - Lampung, Indonesia

Jun 2025 - Present

BRT System Developer

BRT ITERA – Smart Campus Transportation System

A technology-driven public transport system at Institut Teknologi Sumatera, featuring real-time GPS tracking, digital ticketing, IoT-based monitoring, RTSP video streaming, and an admin dashboard for operational control. Developed to support ITERA's smart campus initiative and enhance campus mobility.-

- Developed a dual-platform system:
 - Public Website for general information and announcements
 - Admin Dashboard for managing routes, buses, schedules, users, and reports
- Implemented real-time bus tracking using GPS and Leaflet.js
- Integrated RTSP video streaming for live surveillance
- Built a digital ticketing system with transaction handling and user validation
- Used Firebase, PostgreSQL, and custom Node.js/Python APIs for backend services
- Deployed applications on a self-managed VPS server

Education

Institut Teknologi Sumatera - Lampung, Indonesia

Aug 2022 - Mar 2026 (Expected)

Bachelor of Informatics Engineering

- Activities:
 - Member of the FunKids educational game development team for Margodadi village.
 - Member of the Lilu 3D game development team.
 - Member of the BRT Developer for Sumatra Institute of Technology
- Achievements: The developed game was successfully presented at an internal campus exhibition
 - Helps students with limited access to digital education
 - Integrate the first BRT system in Lampung

Organizational experience

(HMIF) ITERA Informatics Engineering Student Association - Lampung, Indonesia

Aug 2023 - Present

Member

An organization that supports ITERA informatics students in channeling their talents and developing their professionalism.

- Participate in a series of activities held in order to develop professionalism in the field of informatics as a young member.

Antarixa - Lampung Selatan, Sumatera, Indonesia

Apr 2024 - Present

Founder

Antarixa Software is an IT Solution company focusing on providing sophisticated Apps such as Information Systems, Mobile Apps, Web

Apps, and much more.

- Head of the organization.
- Main coordinator for member development.
- Main lead for project implementation.

Skills, Awards, and Competition

- **Point Project HMIF Competition** (2023): TOP 5 UI/UX Design Competition - HMIF ITERA
- **Programming** (2022): JavaScript, PHP, Python, Kotlin, GDScript, C++, ReactJs, Pyramid Python, Laravel