

Bilal Sanayu Majid

Creative Developer & Full Stack Web Developer

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Envato Market author · Upwork freelancer

PROFILE

Informatics student and creative developer from Surabaya. I build interactive, performance-minded web experiences with Next.js, TypeScript, Three.js and GSAP, and ship full-stack products with Node.js, PHP and Laravel. I also work in computer vision (OpenCV, MediaPipe), game logic (Roblox Studio, HTML5 Canvas) and local LLM tooling, and I teach game development to school-age students.

EDUCATION

Politeknik Elektronika Negeri Surabaya (PENS) D3 Informatics Engineering · Class of 2025, D3 IT B	2025 – Present
SMKN 10 Surabaya Software Engineering (RPL)	2022 – 2025

EXPERIENCE & COMMUNITY

Roblox Studio Tutor <i>Teaching</i> Taught game development and computational logic with Roblox Studio to primary-school students.	August 2026
Software Developer <i>UKM Software Development (Softdev), PENS</i> - Active developer in the campus software development unit. - Built internal projects, among them the UKM Softdev HelpDesk system (frontend and backend architecture).	Present
Committee member <i>PKKMB x Technogear PENS 2026</i> Involved in the campus orientation programme.	2026

SELECTED PROJECTS

Interactive Creative Portfolio <i>Next.js · Three.js / R3F · GSAP · Lenis</i> Interactive portfolio with 3D scenes, GSAP and Lenis scroll transitions, and Next.js performance tuning.	lalsm.vercel.app
Sign Language Recognition System <i>Python · OpenCV · MediaPipe</i> Real-time, camera-based sign language interpretation (computer vision).	
HelpDesk UKM Softdev Application <i>Backend API · Responsive dashboard</i> Campus ticketing system: the backend API and a responsive dashboard.	
Interactive Canvas & Creative Web Experiments <i>HTML5 Canvas · CSS · Audio</i> Interactive web pieces built on canvas particle manipulation, CSS micro-animations and background audio sync.	
Tower Defense Simulator & Game Logic <i>2D Canvas · Roblox Studio</i> A booster system and calculation logic for a 2D canvas web game, plus constraint-based simulation mechanics in Roblox Studio.	

TECHNICAL SKILLS

Frontend & creative web	React, Next.js (App Router), TypeScript, JavaScript, Tailwind CSS, Zustand
Animation & 3D	Three.js, React Three Fiber, WebGL / GLSL shaders, GSAP, Framer Motion, Lenis, Rive
Backend & database	Node.js, Express, Python, PHP, Laravel, C, C++, PostgreSQL, MySQL, SQLite, SQL query optimisation
Mobile & game	React Native (TypeScript), Kodular, Roblox Studio (Lua, physics scripting), 2D HTML5 Canvas game engine
AI & computer vision	OpenCV, MediaPipe, Local LLM orchestration with Ollama (Qwen, multi-agent routing)
Tools & networking	Git, GitHub, Docker, Postman, Vercel, Netlify, VS Code, Google AI Studio, Google Antigravity IDE, Wireshark, Cisco Packet Tracer

CERTIFICATIONS & AWARDS

• BNSP Competency Certificate: Junior Programmer	— BNSP Indonesia	2024
• 2nd Runner-Up (Juara Harapan 2), Web Technologies	— LKS Surabaya (city-level student competency competition)	2024
• TOEIC Listening & Reading, score 610	— ETS	
• Web Developer, Game Developer (JavaScript & Phaser 3), Android Apps Developer	— Timedoor Academy	2023–2024
• Machine Learning 1 and Machine Learning 2	— Course certificates	
• Bee Coding Competition	— Bee-Software Accounting	2024
• HMTC Goes To School: Laravel workshop	— HMTC	2024

LANGUAGES

- **Indonesian** — Native
- **English** — Intermediate
- **BISINDO (Indonesian Sign Language)** — Intermediate