



RICHIE REUBEN HERMANTO

FULL STACK DEVELOPER

Surabaya, Indonesia

+62 857-7144-0818 • richiereubenh@gmail.com

linkedin.com/in/richie-reuben/

SUMMARY

I am a Bachelor of Informatics student at Ciputra University Surabaya, currently focusing on full stack development. Experienced in building dynamic, interactive, and scalable web applications using React for the frontend and Laravel for the backend development. Skilled in designing RESTful APIs, managing MySQL databases, and integrating backend services with frontend applications through efficient state management. Passionate about iOS development and dedicated to creating innovative, user-centered digital solutions, implementing Human Interface Guidelines to ensure optimal usability and experience.

WORK EXPERIENCE

iOS Developer Intern, Apple Developer Academy Surabaya Cohort 2025

March 2025 - present

- Successfully developed 3 iOS applications using various Apple frameworks, including SwiftUI, Vision, SwiftData, Foundation Model, SpriteKit, and GameKit.
- Applied a user-centered approach in designing application ideas and solutions.
- Designed user interfaces by applying Human Interface Guidelines (HIG) and principles from the Laws of UX to enhance usability and overall user experience.
- Implemented clean architecture and unit testing to ensure app maintainability, and utilized CI/CD for efficient build and deployment processes using Xcode Cloud.
- Led and worked with a cross-functional, multidisciplinary team to build impactful and high quality iOS applications.
- Published Keruh, a hypercasual game, on the App Store.

Freelance Web Developer, DigiBar Technology

August 2024 - present

- Translated client requirements into customized digital solutions that improved efficiency and enhanced their online presence.
- Designed and developed dynamic, scalable, and high performance web applications using modern web technologies.
- Implemented effective SEO strategies to increase search engine visibility and drive organic traffic.

Software Engineering Assistant Lecturer, Ciputra University Surabaya

February 2025 - May 2025

- Responsible for evaluating student assignments related to software process, requirements engineering, and software architecture.

Web Development Assistant Lecturer, Ciputra University Surabaya

September 2024 - January 2025

- Responsible for guiding more than 25 students in developing modern web applications using React and Laravel.
- Evaluated students understanding of best practices in frontend and backend development, focusing on API integration, state management, and clean code implementation.

Web Programming Assistant Lecturer, Ciputra University Surabaya

February 2024 - May 2024

- Responsible for guiding more than 25 students to use HTML, CSS, JS, and PHP to create dynamic websites by following the rules of website structure.
- Shared insights on the TailwindCSS framework and led a hands-on session during a class workshop.

Database Assistant Lecturer, Ciputra University Surabaya

February 2024 - May 2024

- Responsible for guiding more than 60 students in understanding database normalization, ERD, and MySQL queries to be implemented in real business cases.
- Conducted assessment of database normalization assignments.

ORGANIZATIONAL EXPERIENCE

Vice President, BEM Ciputra University Surabaya

July 2024 - July 2025

- Coordinated, controlled, and monitored 7 departments with a total of more than 60 active members.
- Executed over 40 work programs to meet student needs

Vice Head of Department Information & Communication, BEM Ciputra University Surabaya

July 2023 - July 2024

- Successfully managed 5 strategic projects, achieving all departmental KPIs and objectives.
- Led 3 functionaries and mentored 13 interns.
- Led the development of the BEM website to enhance organizational communication and information accessibility.

IT Staff, BEM Ciputra University Surabaya

October 2022 - July 2023

- Responsible for designing the website layout and visuals in Figma, ensuring a user friendly and cohesive design that aligns with the organization’s branding and goals.
- Developed a fully responsive website based on the approved design, providing smooth navigation and a consistent user experience.

EDUCATION

Bachelor of Informatics

2022 - present

Ciputra University, Surabaya, Indonesia

Current GPA: 3.84/4.00

ACHIEVEMENTS

- 1st Place in the National UI/UX Competition at UKSW Information System Festival 2024
- 3rd Place in the National UI/UX Competition at LoKreatif APTISI 7 East Java 2023

ADDITIONAL INFORMATION

- Technical Skills** : Web Development (HTML, CSS, JavaScript, PHP, jQuery, Laravel, TailwindCSS, React.js, Express.js), Mobile Development (Swift, Flutter), Software and API Testing (JMeter, Postman), Database (MySQL, Firebase, MongoDB), Data Analytics (Python, Excel), UI/UX Design (Figma, Adobe Illustrator), Project and Collaboration Tools (Git, GitHub, Jira).
- Languages** : Bahasa Indonesia, English

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CiputraHelp

YEAR
2025

ROLE
iOS Developer & UI/UX
Designer

iOS Developer
Gabriella

Back End Developer & UI/UX
Designer
Kevin Christian

Project Manager
Gracia Angelia

Designer
Andre

GITHUB LINK
https://github.com/richie_reubenn/iosda-c6

TECH STACK



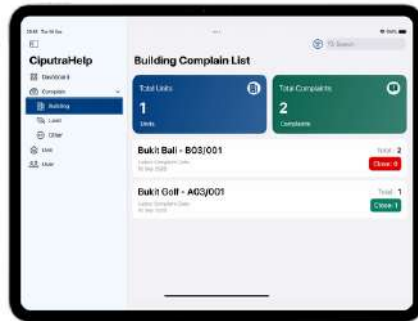
TOOLS



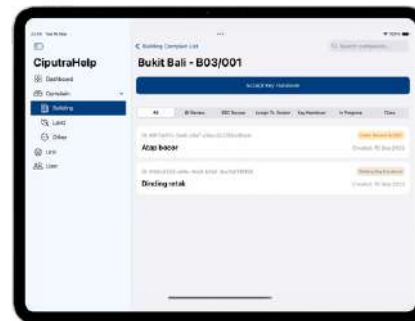
Ciputra Help is an iOS and iPadOS based complaint management application designed to digitalize the complaint process for residents of Ciputra housing. Unlike the traditional manual system which relied on scattered channels such as WhatsApp and lacked centralized tracking Ciputra Help provides a structured, transparent, and efficient platform for residents to submit and monitor their complaints in real time.

Through the app, users can easily file complaints and track their progress directly from their devices. On the admin side, administrators can automatically approve requests based on renovation permits and housing warranties, as well as update the complaint status directly within the app, ensuring faster response times and better communication between residents and management.

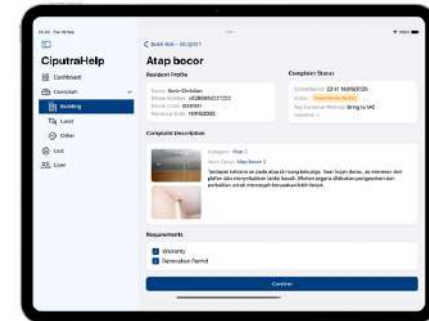
As a Front-End Developer, I was responsible for designing and developing the admin interface for both iPad and iOS platforms. I also integrated the front-end with the backend system using the MVVM (Model-View-ViewModel) architecture, ensuring a clean, scalable, and responsive user experience across devices.



Admin - Building Complain View



Admin - Complain List View



Admin - Complain Detail View



Resident - Homepage View



Resident - Complain Detail View



Resident - Complain Progress View

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Keruh

YEAR

2025

ROLE

iOS Developer

Project Manager
Revan Kurniawan

iOS Developer
Farrel Matthew

iOS Developer
Celine Liong

UI/UX Designer
Karenhapukh

APP STORE LINK

<https://apps.apple.com/id/app/keruh/id6748515361>

TECH STACK



TOOLS



Keruh is an iOS game where players take on the role of a river cleaner dedicated to restoring nature's beauty. The goal is to collect as much trash as possible such as plastic bottles, bags, and other waste by dragging the character left and right to achieve a high score. However, players must avoid non-collectible items like fish or plants, as catching them, or missing too much trash, will reduce their health.

To make the gameplay more dynamic, Keruh features various power ups, including double points for extra rewards, shields that make the player temporarily invincible, and extra lives to extend the gameplay. As time progresses, the game's speed increases, challenging players to react faster and maintain precision in cleaning the river.

As an iOS Developer, I was responsible for implementing the leaderboard system to track and display player rankings, as well as designing the power up mechanics, including their effects and integration into the game's core logic to enhance engagement and replayability.



Gameplay View



Tutorial View



Leaderboard View



Setting View

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Prime

YEAR

2025

ROLE

iOS Developer

iOS Developer
Ali Zaenal

Designer
Louis

GITHUB LINK

https://github.com/richie-reubenn/C4_Prime

TECH STACK



Vision - 3D Human Body Poses

TOOLS



Prime is an iOS application designed for users who enjoy flexing and posing their muscles, providing an interactive and hands free experience through body tracking technology. By utilizing 3D human body pose estimation, the app allows users to pose in front of the camera, where it automatically analyzes their posture and provides real time voice feedback whether the pose is correct. Once the correct pose is achieved, the app automatically captures a photo. Users can then review and select their best shots to save directly to their gallery.

As an iOS Developer, I was responsible for defining the pose detection threshold using Vision's 3D Human Body Pose framework and implementing PhotoKit to handle camera access and automate the process of saving captured photos to the user's gallery. My work focused on ensuring accurate pose analysis, smooth automation, and an intuitive hands-free user experience.



Pose Detection View



Select and Save Photo View

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ManageDose

YEAR
2024

ROLE

Front End App Developer

Front End App Developer
Hayya U

Front End App Developer
Derend Marvel

Front End App Developer
Willas Toding

Front End App Developer
Edson

GITHUB LINK

<https://github.com/hayya-oe/ManageDose>

TECH STACK

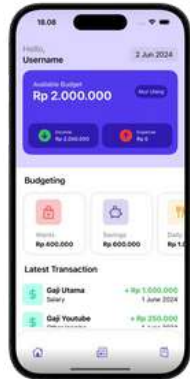


TOOLS



ManageDose is an iOS based budgeting app that aims to assist users in managing their personal finances more effectively. The app has an feature that allows users to organize their spending automatically by applying the 50-30-20 method, which divides spending into three categories: 50% for basic needs, 30% for wants, and 20% for savings.

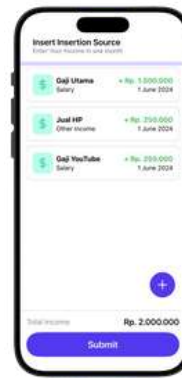
This project was created to fulfill a campus assignment where I acted as a front end app developer. I was responsible for creating the app's appearance using swift UI and managing data using swift data. One of the things that makes this project special is the implementation of Apple's latest technology, SwiftData, in app data management. SwiftData provides advantages in app performance and security, and enables faster and more efficient data manipulation. The combination of innovation in financial management methods and the implementation of the latest technology makes this app one of the best in my portfolio. The obstacle I faced while working on this project was the very limited time to complete the development of this application. The tight deadline demanded efficiency and speed in work. To overcome this, I used the Scrum meeting method to monitor progress, review team work, and plan further work.



The home page provides users with a concise and informative summary of their financial situation.



The transaction history page displays a summary of the cash flow, which is the incoming and outgoing money made by the user.



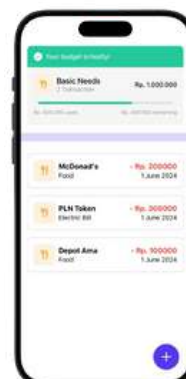
The income details page displays the income that users get in one month.



On the budget settings page, users can determine the percentage of their budget allocation using a slider. The app will suggest to apply the 50-30-20 method.



The budgeting page displays information about the state of user spending based on the budget that has been set.



The expense details page displays a list of user expenses based on one of the selected budget categories.



Users can add income or expenses by entering data on the form including transaction name, category, amount, and date.

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MAULANA FURNITURE WEBSITE

YEAR

2023 - 2024

ROLE

Full Stack Web Developer

Full Stack Web Developer
Rafi Abhisya N.

WEBSITE LINK

<https://maulanafurniture.com/>

GITHUB LINK

<https://github.com/oxqli/maulana-furniture-id-dev>

TECH STACK



TOOLS

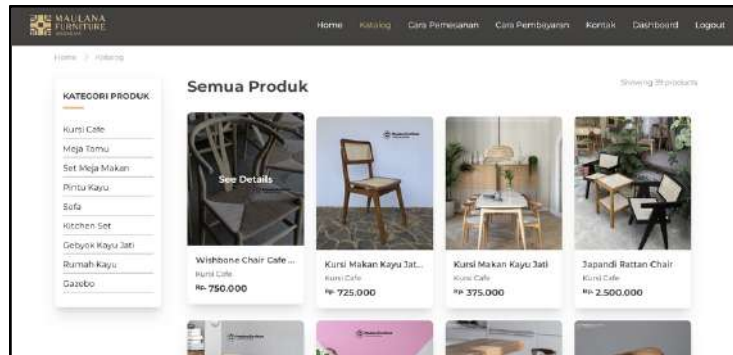


Maulana Furniture website is an ERP platform and company profile that aims to optimize business operations in the furniture field and increase customer engagement. This website has a function to facilitate product content management, project management, and financial tracking.

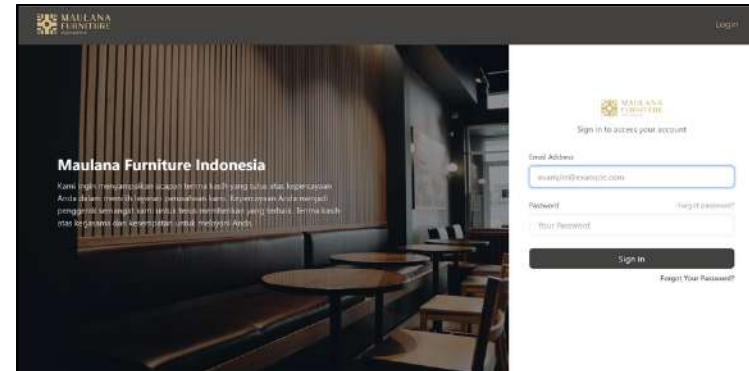
My role in this project is as a full stack web development, where I am responsible for designing the front end appearance using TailwindCSS for styling and AlpineJS for website interactivity. While I used Laravel for the back end framework and built the database using MySQL. Maulana Furniture's website is one of my best projects because it is my first real client project that uses the Laravel framework. This is a significant achievement because this project can have a real impact on my client in increasing customer engagement and making project management easier. Deeply understanding the needs of clients who are not tech-savvy is a challenge in this project, where we must be able to summarize the client's wishes and translate them into the right features. The way I overcame this was by maintaining communication by holding regular meetings and providing progress reports to the client. This way, I can ensure that the product will always be in line with the client's vision.



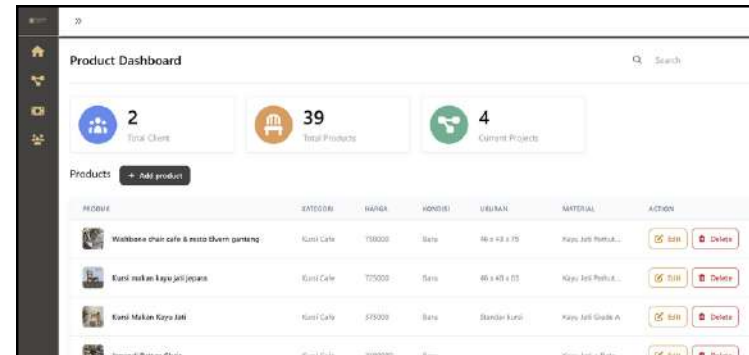
To give a strong first impression to the client, the home page of the website will display information about the company profile, product advantages, product recommendations, and a CTA that will direct to the admin contact.



This website displays information about furniture products from various categories. Users can select one of the products to view detailed product information, from name, specifications, and price. If they want to place an order, users can select the message button which will be directly connected to the admin's WhatsApp number.



This website also has a login feature with 2 types of users, namely admin and client. Clients who have placed an order will get a username and password given by the admin. Client and admin can login to enter the dashboard page.



On the dashboard page, the admin can manage product data, projects, payments, and users. The admin can upload photos and descriptions of the progress of each project, so that clients can monitor updates about their projects easily and efficiently.

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Yucca AI
Ciputra University
Chatbot Assistant

YEAR
2024 - 2025

ROLE
Front End Web Developer

Back End Developer
Dicky AlFayed

Front End Web Developer
Willas Toding

Front End Web Developer
Steffany Florence

GITHUB LINK
<https://github.com/febeFlo/yucca>



This project was part of a university competition to develop an AI-powered chatbot featuring Yucca, the university's official mascot with 3D animations. The chatbot was designed to provide students and prospective students with essential campus information, including scholarships, academic details, student organizations, degree programs, and more.

As a Front-End Developer, I was responsible for creating a responsive web interface for both mobile and desktop using React and Tailwind CSS. Additionally, I developed the speech-to-text feature using React Speech Recognition, enabling users to interact with the chatbot via voice input. The chatbot also supports voice output, enhancing user engagement and accessibility.

This project won 1st place in the competition and received IDR 10 million in funding for further development. It will be officially implemented on the Universitas Ciputra Surabaya website, helping students and prospective applicants easily access important university information.



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OnTix

YEAR

2025

ROLE

Backend Developer

Blockchain Developer
Louis Fernando

Front End Web Developer
Lie, Samuel

GITHUB LINK

<https://github.com/richie-reubenn/OnTix-backend>

TECH STACK

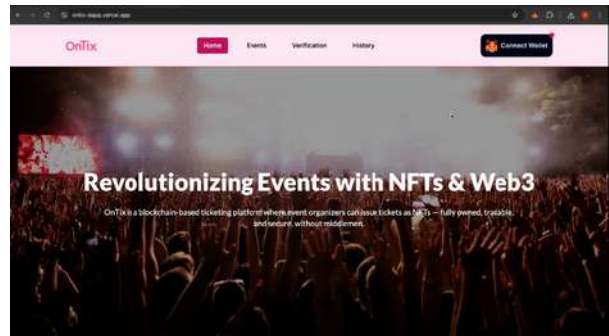


TOOLS

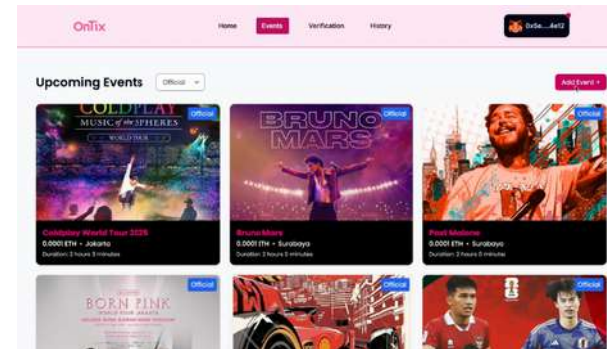


OnTix is a decentralized NFT ticketing platform built on the Ethereum blockchain, designed to create a fraud-free, scalper-resistant, and transparent ticketing system using ERC-721 tokens. The platform allows anyone to create events and mint NFT tickets directly through smart contracts. Tickets are purchased using ETH and are fully owned by the users, ensuring complete ownership without intermediaries.

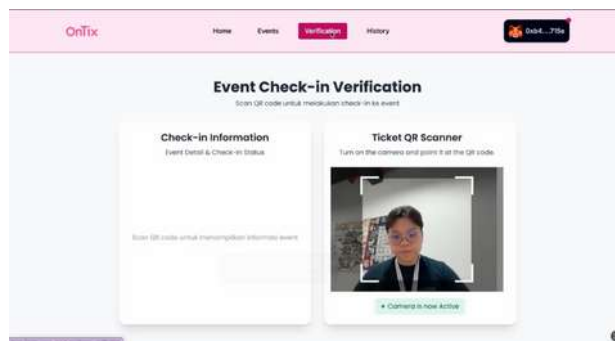
To prevent scalping, ticket resale is regulated through time and price restrictions, while real-time validation is performed via QR codes linked to the smart contract. All transaction data is stored on chain for transparency, while additional data such as event listings are stored off-chain to maintain system efficiency. As a Full Stack Developer, I was responsible for developing the check-in feature using QR code validation and building the off-chain backend system using express.js.



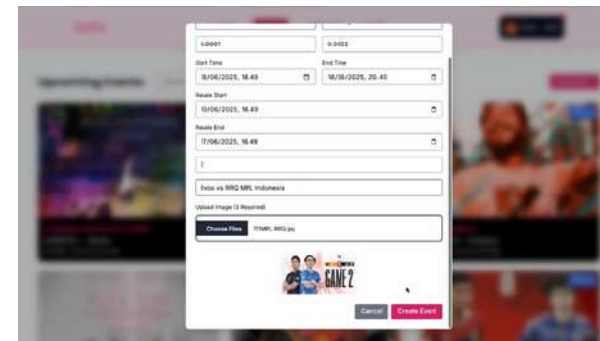
Homepage View



Event List View



Event Check in Verification View
using QR code



Create Event View

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BlockTenderId

YEAR
2025

ROLE
Front End Web Developer

Blockchain Developer
Yobel Nathaniel Filipus

Back End Web Developer
Kevin Christian

GITHUB LINK
<https://github.com/garuda-hacks-6-ucs/frontend>

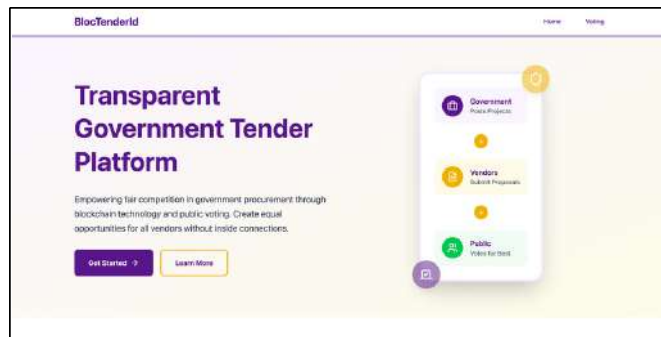
TECH STACK



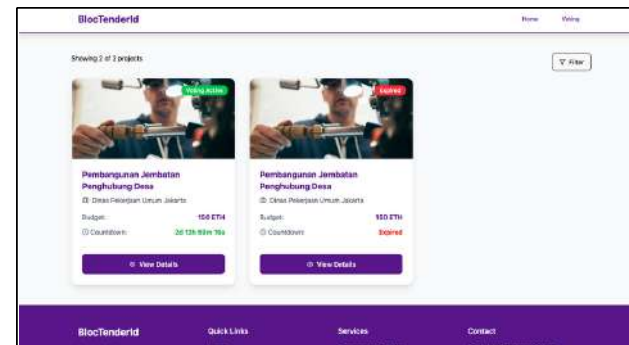
BlocTenderID is a blockchain and AI-powered digital tender platform designed to create a transparent, fair, and nepotism free government procurement process. By leveraging decentralized public voting and automated smart contract payments, the platform ensures that every stage of procurement is secure, verifiable, and free from manual interference.

According to Indonesia's Corruption Eradication Commission (KPK), the procurement of goods and services is the most corruption-prone sector, with 97%–99% of government procurements vulnerable to irregularities, 49% of vendors being pre-determined, and 71% involving nepotism. BlocTenderID addresses these issues by introducing a tamper proof system that promotes accountability and restores public trust in government tenders.

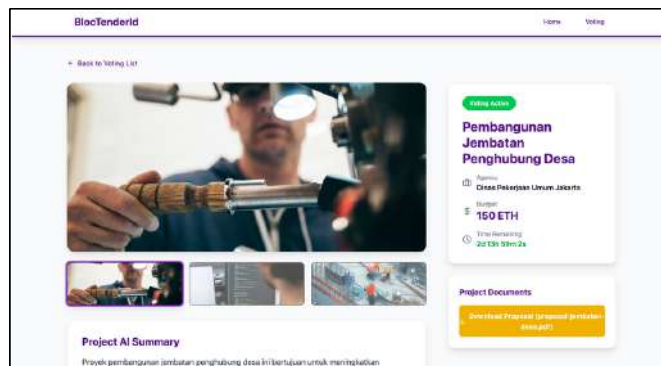
As a Front-End Developer, I was responsible for designing the user interface and integrating it with the backend system. I developed KYC (Know Your Customer) verification system using Tesseract.js for OCR-based identity validation. My focus was on ensuring a seamless, secure, and user-friendly experience across the entire platform.



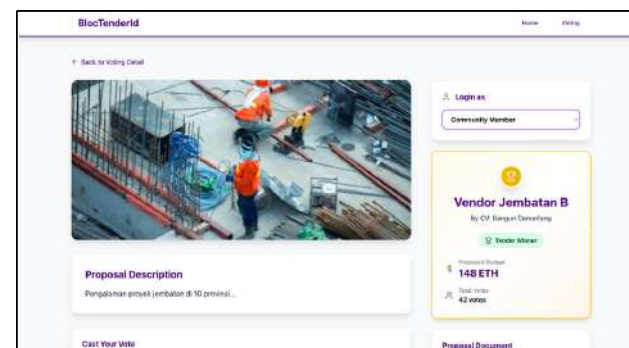
Homepage of the BlocTenderID



List Voting View



Voting Detail View



Voting Result View

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DoNow

YEAR

2024

ROLE

Project Leader and Full Stack App Developer

Full Stack App Developer
Joren Alexander T.

Front End App Developer
Steven Goenawan

Front End App Developer
Jesselyn Levana H.

GITHUB LINK

API :

https://github.com/jhwrwe/ALP_VP_team9_API

Front End :

<https://github.com/jhwrwe/ALPVisualProgramming>

TECH STACK



TOOLS



DoNow is an android based to do list application that aims to assist users in recording their tasks based on priority using the Eisenhower Matrix method and reducing procrastination culture with a gamification approach. By applying the Eisenhower Matrix, the app provides a feature that allows users to divide tasks into four categories based on priority.

This project is a team project where I act as a team leader and full stack app developer. As a team leader, my responsibilities are to organize iteration planning, lead discussions, and ensure the project is on track. As a fullstack app developer, I am also responsible for developing APIs using Laravel and developing android based mobile application interfaces using Jetpack Compose. This project is one of my best projects because this application is not just an ordinary to do list application, but it successfully implements the Eisenhower Matrix method and also uses a gamification approach that can increase user motivation in completing tasks. In this project, it was important to understand the characteristics of the team members as each of them has different skills and working speed. As the team leader, I was obliged to ensure that all team members could contribute to the project maximally. My strategy was to conduct periodic evaluations of the work of each iteration so as to ensure quality of the application and understand the constraints of each team member.



Users must be authenticated by logging in before they can access the features in the application.



On the main page, users can access the priority matrix and see a summary of the deadlines of the tasks to be completed.



The application will display a list of tasks based on the selected priority matrix category



Users can fill in the form to add new tasks. The user can determine the priority level of the task by filling in the urgency status column.



The missions page allows users to earn coins by completing the various missions given.



On the badges page, users can exchange the coins they already have for various badges.



The profile page contains the user's personal information, up to the achievements they have earned such as the number of missions completed up to the batch collection.

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BizzTrack UMKM

1st Place in UI/UX Design
National Competition
Organized by iSFest UKSW

YEAR
2024

ROLE
UI/UX Designer

UI/UX Designer
Rafi Abhista Naya

UI/UX Designer
Steffany Florence

FIGMA LINK
https://www.figma.com/design/cj0Mz86wNaofxyB7yYJfg0/GimmickSquad_Aplikasi-BizTrack-UMKM?node-id=1-2477&t=k7NpiFWWUAQHUIlf-0

TOOLS



I won 1st place in the National UI/UX Design Competition organized by iSFest UKSW. In this competition, my team and I focused on addressing the challenges faced by Micro, Small, and Medium Enterprises (MSMEs) in Indonesia, where 65.5% of business owners still rely on offline sales channels such as shops, stalls, or physical outlets, and only 34.25% have adopted digital platforms as their main sales channel.

The problem we identified was that MSME owners struggle to manage their business operations, finances, marketing, and customer relationships effectively. To solve this, we designed an AI-powered business management iOS application that helps MSME owners streamline their operations by managing finances, inventory, marketing, and customer engagement in one integrated platform. The app features include an AI-powered business prediction system, a business expense tracker, and an AI receipt scanner that automatically records financial transactions.

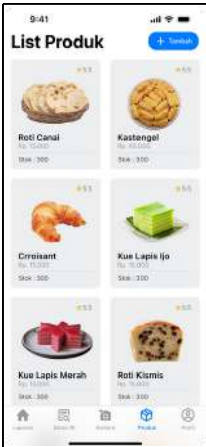
Throughout the design process, our team applied the Design Thinking methodology to deeply understand user pain points and ideate meaningful solutions. We also implemented core UI/UX design principles such as the Laws of UX and Apple's Human Interface Guidelines (HIG) to ensure that the final design was not only visually appealing but also intuitive, consistent, and aligned with Apple's design standards.



Documentation of the First Place Winner by the University



Homepage View



Product List View



AI Analysis View



Create Product View

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Sereny-T

3rd Place in UI/UX Design
National Competition
Organized by LOKreatif

YEAR

2023

ROLE

UI/UX Designer

UI/UX Designer
Rafi Abhisya N.

UI/UX Designer
Derend Marvel

Graphic Designer
Jesselyn Aprillianefata

Graphic Designer
Laetitia Charleene

FIGMA LINK

<https://www.figma.com/design/NCcgR9FoFiapaFe1fh95st/Sereny-T-UI%2FUX?node-id=0-1&t=uLRN7iaqEqNbl5u-1>

TOOLS



Sereny-T is a mobile application that introduces Cognitive Behavioral Therapy (CBT) techniques to help users manage emotions through daily activities. Its main feature is a digital journal that allows users to record thoughts that affect their mood. In addition, the app is equipped with AI assistance that can provide solutions to problems written by users.

My role in this project was as a UI/UX designer, where I was responsible for identifying user needs through interviews, creating wireframing, designing an intuitive interface, and conducting usability testing. This project is one of the best because it won third place in the UI/UX competition between students at the national level, which proves the quality of the design made. In addition, we also conducted an in-depth research process to ensure that the features and designs created were truly relevant to user needs. In determining the right method to help users overcome stress, we faced a considerable challenge for those of us who do not have knowledge in the field of psychology. To overcome this, we conducted journal research and interviews with psychology practitioners to gain insights and views from an expert perspective.



Documentation of the SENSASIONAL team who won 3rd place in the national UI/UX competition. Uploaded on Ciputra University Instagram.



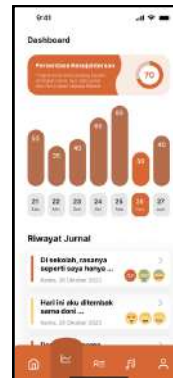
3rd place certificate at the national level published by LOKreatif

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Conduct a PSS (Perceived Stress Scale) test at the beginning of the application to identify the user's stress level.



On the dashboard page, the application will display the journal history according to the date selected by the user.

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On the main page there will be some information about the user's stress percentage and there is a button to direct the user to write a journal.



After writing the journal, AI will help provide solutions to users based on the journal written.



In this journaling feature, users can write journals using various methods, be it manual typing or voice and image recognition.



This app provides a feature to be able to do an online consultation with a psychologist.

KIRA

YEAR
2025

ROLE

UI/UX Designer

UI/UX Designer
Karyna Budi

UI/UX Designer
Daniel Fernando

UI/UX Designer
Regina Taufik

UI/UX Designer
Lie, Samuel

FIGMA LINK

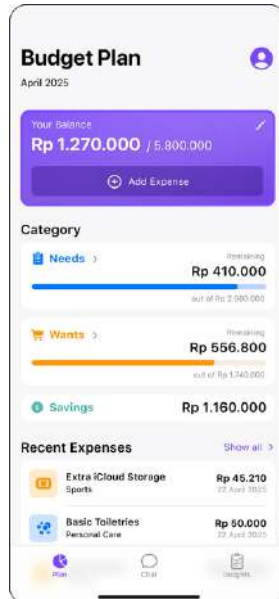
<https://www.figma.com/design/BUVh4qZV978eZJpkMSjM7Z/Kira-kira-HiFi-nggak-ya?node-id=0-1&t=QdjoB8TOKWYoKbTl-1>

TOOLS

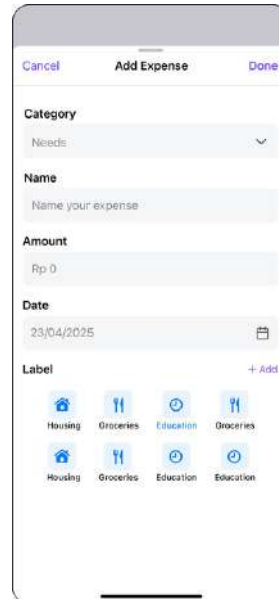


Kira is an iOS app designed to help young adults take control of their personal finances with ease and confidence. The app allows users to track their monthly expenses, visualize their spending habits, and receive personalized insights to manage their budgets more effectively. Acting as a personal financial assistant, consultant, and even a “bestie,” Kira provides a friendly yet intelligent approach to financial management all presented through a sleek, minimalistic, and intuitive interface that aligns with Apple’s Human Interface Guidelines.

As the UI/UX Designer of this project, I was responsible for designing key interfaces including the Add Expense View, Dashboard View, and Speech to Text View. I applied user-centered design principles and conducted iterative prototyping to ensure smooth user interaction and accessibility. I also focused on visual consistency, hierarchy, and emotional design to make the app not only functional but also engaging and delightful to use.



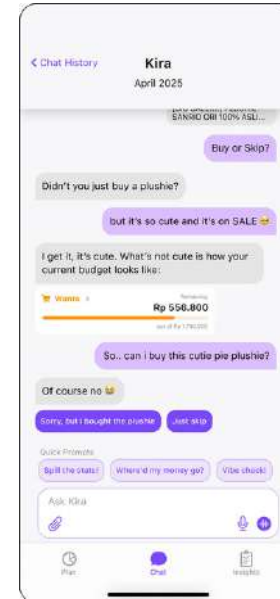
Dashboard View



Add Expense View



Detail Expense View



Chatbot View



Speech to Text View

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Analisis Komparatif
Kinerja Next.js,
Nuxt.js, dan Remix.js
dalam Implementasi
Server Side
Rendering Website
Berita

YEAR
2025

ROLE
Researcher

PAPER LINK
<https://ejurnal.seminar-id.com/index.php/tin/article/view/8315>

TECH STACK



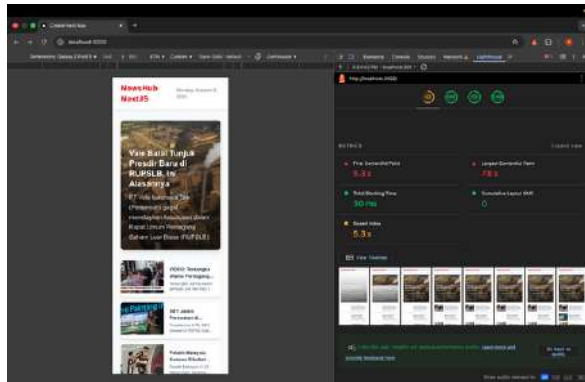
TOOLS

This study focuses on analyzing and comparing the performance of Next.js, Nuxt.js, and Remix.js frameworks in implementing Server-Side Rendering (SSR) for news sites. The purpose of this study is to identify which framework offers the best balance between rendering speed, scalability, and stability, which are key factors in optimizing user experience and SEO performance on online news platforms.

Using a comparative experimental approach, three identical news website prototypes were built and tested with Google Lighthouse to measure rendering performance and Apache JMeter to evaluate load endurance with up to 1000 concurrent users. The results showed that Remix.js achieved the fastest rendering speed, while Nuxt.js demonstrated the best scalability and reliability under heavy traffic conditions. My contribution involved developing all prototypes, setting up the testing environment, and analyzing performance data statistically using ANOVA. This study was published in TIN: Terapan Informatika Nusantara Journal (Vol. 6, No. 5, October 2025) and stands as my first scientific publication, providing valuable insights for developers in selecting the optimal SSR framework for high-performance web applications.



The first page view of the published research journal article.



One of the rendering performance test results using Google Lighthouse.

Label	# Samples	Average	Mn	Max	Std. Dev.	Error %	Throughput	Received KB/sec	Sent KB/sec	Arg. Bytes
Next.js - 500 - 1	8457	14724	87	72094	1381872	57.739%	26.12846	33313.04	1.25	1505576.5
Remix.js - 500 - 1	23810	5132	15	50174	8354.62	46.477%	71.77360	95623.79	7.53	1290302.0
Remix.js - 500 - 2	23561	5156	14	52744	8374.61	44.732%	76.91705	94289.39	7.43	1255278.8
Remix.js - 500 - 3	23861	5092	15	54000	8326.49	44.530%	77.90660	95728.21	7.54	1258246.2
Remix.js - 500 - 4	23492	5170	14	57542	8444.64	44.648%	76.73338	94157.19	7.42	1256519.2
Remix.js - 500 - 5	23939	5099	14	56642	8317.48	44.591%	77.79768	95695.46	7.53	1258294.1
Next.js - 500 - 2	8441	14728	117	72112	1380890	57.884%	26.07420	33130.00	1.24	1501096.4
Next.js - 500 - 3	8440	14758	118	72567	1382134	57.903%	26.01630	33041.79	1.24	1500522.7
Next.js - 500 - 4	8435	14796	122	72295	1381035	57.949%	26.04376	33040.45	1.24	1499098.9
Next.js - 500 - 5	8416	14788	117	72482	1382466	58.009%	25.98028	32913.35	1.24	1497263.4
Nuxt.js - 500 - 1	34904	3470	10	56747	7690.47	11.025%	116.64533	146465.32	11.56	1208212.8
Nuxt.js - 500 - 2	34879	3470	9	58161	7692.55	11.027%	116.61705	146425.63	11.55	1208181.0
Nuxt.js - 500 - 3	34930	3496	11	56947	7693.36	11.033%	116.78913	146626.62	11.57	1209091.2
Nuxt.js - 500 - 4	35087	3451	10	55004	7667.59	10.984%	115.29829	147366.26	11.63	1208805.6
Nuxt.js - 500 - 5	34741	3486	10	56484	7726.59	11.078%	116.16019	145780.91	11.56	1207453.8
TOTAL	332993	5473	9	72567	1619.86	8.183%	4.28895	5400.11	0.40	1289291.8

One of the load testing results using JMeter.

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