

Education

Telkom University Bandung, Indonesia
S.Si.Kom., Software Engineering. GPA 3.96/4.00 Sep 2022 - Oct 2026 (Expected)
Relevant Coursework: Software Quality Assurance, Software Architecture and Design, Software Construction, Software Requirements Engineering, Software Process, Object-Oriented Programming, Agile Project Management, Database Systems, Human-Computer Interaction, Operating System, Data Structures.
Honors & Awards: 2nd Place Microsoft elevAlte Hackathon, 3rd Place Business Idea Competition 2024, Runner Up IEEE YESIST12 Innovation Challenge 2024, Bronze Medal National Digital Innovation Competition (LIDM 2024), Top 95 Google Cloud AI for Impact 2024.

Experience

Direktorat Pusat Teknologi Informasi (PuTI), Telkom University Bandung, Indonesia
Frontend Developer (Contract) Oct 2022 – Present

- Developed frontend web applications using Angular 8 and TypeScript for university-wide internal systems.
- Built and maintained myTelU mobile application using Flutter, improving student service accessibility.
- Contributed to One Data initiative, integrating multi-source data from national university collaboration.
- Participated in QA testing, bug documentation, and performance validation within Agile sprint cycles.

Human-Centric Engineering Research Center (HUMIC) Bandung, Indonesia
Frontend Web Developer (Intern) Mar 2025 – May 2025

- Developed AI-assisted UI modules using React.js for medical image-based skin disease detection app.
- Integrated APIs and model endpoints, reducing latency and improving UI responsiveness by 20%.
- Collaborated with AI engineers and backend developers in multi-disciplinary Agile team.

MCHub Indonesia Remote
WordPress Developer (Part-Time) Sep 2023 – Aug 2024

- Developed event ticketing and information websites using WordPress, Elementor, and WooCommerce.
- Optimized UI and deployment workflows, reducing page load time by 40%.
- Led decision-making in cross-department web initiatives with Media and Community teams.

Leadership & Activities

PRODIGI – School of Computing Digital Talent Centre, Telkom University Bandung, Indonesia
Head Apr 2025 – Apr 2026

- Mentored and prepared 50+ student teams for university-level competitions (PKM).
- Spearheaded technical workshops on software engineering and competition strategy.

Chevalier Laboratory SAS, Telkom University Bandung, Indonesia
Vice Coordinator Sep 2024 – Sep 2025

- Supervised 5+ study clubs focusing on backend development and technical mentorship
- Organized internal workshops and collaborative student-led software projects.

Tim Budi Pekerti, Telkom University

Head

Bandung, Indonesia

Dec 2023 – Dec 2024

- Led nationwide seminars on leadership and personal growth for 1,000+ scholarship recipients.
- Established effective coordination across departments to streamline program execution.

Projects

Nutrizee – AI Nutrition for Indonesian Family

Bandung, Indonesia

Team Lead & Mobile Developer

Apr 2025 – Aug 2025

- Developed cross-platform app using Flutter and Azure OpenAI API to scan food and track family nutrition
- Integrated computer vision, user dashboard, and API infrastructure with Azure.
- 2nd Place – Microsoft elevAlte Hackathon 2025.

SIMPKL – Sistem Informasi Manajemen PKL

Bandung, Indonesia

Frontend Web Developer

Oct 2023 – Oct 2025

- Built internship management system for vocational schools using React for Front-end and Node.js, Express.js, Prisma ORM, and PostgreSQL for Backend.
- Led system architecture, backend API, QA testing using (Katalon, Sonarqube, Cypress), and CI/CD pipeline setup.
- 3rd Place – Business Idea Competition 2024.

Taksonify – Gamified Biology Learning App

Bandung, Indonesia

Team Lead & Mobile Developer

Apr 2024 – July 2024

- Designed object recognition feature to identify flora/fauna using Flutter and computer vision.
- Implemented gamified quest system to improve engagement in biology education.
- Bronze Medal – National Digital Innovation Competition (LIDM 2024).

Neumedic – Mental Health Monitoring App

Bandung, Indonesia

Team Lead & Frontend Developer

Nov 2024 – Dec 2024

- Created mobile app to support medical frontliners mental health using AI chatbot and stress tracking.
- Developed user research and backend integration with Google Cloud and Gemini.
- Top 95 – Google Cloud AI for Impact 2024.

Skills & Interest

- **Hard skills:** Experienced with HTML, CSS/SCSS, JavaScript (ES6), TypeScript, Node.js, React, Angular, Postman, Express.js, Adonis.js, PostgreSQL, MySQL, Oracle, MongoDB, Firebase, Git, GitHub Actions, Docker, Flutter, Laravel, Redis, Prisma ORM, Figma, Azure, Google Cloud Platform, Katalon Studio, SonarQube, Cypress, Burp Suite.
- **Soft skills:** Adaptability, Collaboration, Communication, Critical Thinking, Integrity, Responsibility, Service-oriented, Leadership, Continuous Learning, Creative, Problem Solving, Time Management, Analytical Thinking, Public Speaking.
- **Interest:** Learning about Software Engineering, Cloud Computing, and Artificial Intelligence, follow a Hackathon or Competition, mentoring people who wants to grow.