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EDUCATION

Institut Teknologi Bandung

Aug 2023-Present

Informatics Engineering

- Cumulative GPA: 3.42/4.00
- Relevant coursework: Project Management, Information Systems, Web and Mobile App Development, Interaction Engineering, Artificial Intelligence & Machine Learning

WORK EXPERIENCE

GSKI Rehobot Kelapa Gading

Jun 2026-Aug 2026

Fullstack Developer Intern

- Built and optimized responsive UI components for the Rehobot web platform (PHP) and Rehobot Church App (Flutter & Dart), delivering a seamless cross-device user experience.
- Integrated RESTful APIs and application services to enable seamless data flow and expand platform functionality.
- Executed end-to-end quality assurance and component testing to eliminate bugs and maintain overall stability.

Anmategra KM ITB

Aug 2025-Dec 2025

Frontend Engineer

- Contributed to Anmategra web platform by developing frontend components using the T3 App stack (Next.js, TypeScript, Tailwind CSS, tRPC).

Software Engineering Lab ITB

Aug 2025-Now

Assistant

- Provide guidance and assistance for Software Engineering and Project Management courses.
- Evaluate the technical and managerial quality of student projects by reviewing code, system documentation, and the effectiveness of the project management practices employed.

Computational Thinking Course ITB

Class Assistant

Oct 2025-Dec 2025

- Provide guidance on course projects and assist lecturers with the academic evaluation process.

Practicum Assistant

Oct 2024-Dec 2024

- Evaluating and providing feedback on first-year students' practical assignments.

ACHIEVEMENTS

UX Competition National Finalist

May 2026

FindIT, Universitas Gadjah Mada

- Led a 3-member team through the Design Thinking framework and UX research to design "Sinapsis," an AI-driven hyper-personalized adaptive learning platform for neurodivergent children.

ACTIVITIES

Himpunan Mahasiswa Informatika (HMIF) ITB

Director of Creative & Branding Department

Mar 2026-Present

- Managed the organization's visual identity and communication strategy to build consistent brand awareness for HMIF ITB.
- Coordinated three divisions: Visual & Design, Media & Information, and Content Strategist.

Manager of Visual & Design Division

May 2025-Mar 2026

- Responsible for designing and managing the organization's visual identity by creating high-quality digital assets using Figma.
- Focused on initiating and developing a comprehensive design system to maintain visual consistency across all HMIF ITB communication channels.

Skhole-ITB Mengajar

Mar 2024-May 2026

Teacher Volunteer

- Facilitate interactive learning activities for children at the Learning Center using a supportive and enjoyable educational approach.

Parade Wisuda Oktober ITB 2025

Aug 2025-Oct 2025

Lead UI/UX Designer

- Directed a team of designers in translating event operational requirements into interactive prototypes focused on easy information access for graduates and visitors.

ADDITIONAL

Software Development: PHP, JavaScript, TypeScript, Tailwind CSS, Python, Android Studio, Kotlin, Flutter

Languages: Indonesian (Native or Bilingual Proficiency), English (Intermediate)

Tools & Platforms: Figma, Adobe Photoshop & Illustrator, Blender, Notion, Linear, GitHub/Gitlab

Soft Skills: Problem Solving, Creative Thinking, Teamwork, Communication