Langit Lintang Rajendra

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Sophomore **Software Engineering Technology** student at **Universitas Gadjah Mada** with a solid grasp of software methodologies, architecture, algorithms, and programming. Specializes in **mobile application and frontend development**, demonstrated by developing **intuitive and responsive user interfaces**. Actively seeking opportunities to further enhance **technical and non-technical skills** through handson projects.

EDUCATION

Bachelor of Applied Science - BASc Computer Software Engineering

Aug 2022 - Present

Universitas Gadjah Mada (UGM)

GPA: 3.77 of 4.00

Related subjects: Basic Application Project, Mobile Application Programming, Web Programming, Database, Object-Oriented Programming, Software Development Methods and Models, Software Architectures, Software Requirements Engineering, Software Analysis and Design

Multimedia Jul 2019 - Jun 2022

SMK Budi Mulia Dua

Related subjects: Basic Programming, Game Development, Interactive Media Design

WORK EXPERIENCE

Game and Multimedia Lab

Feb 2024 - Present

Yogyakarta, Indonesia

- · Developed a captivating and immersive game through programming, art, and game design
- Utilizing the versatile features and capabilities of the Unity game engine

Hacker Google Developer Student Clubs UGM

Komunitas Mahasiswa TIK UGM

Oct 2023 - Present

Yogyakarta, Indonesia

- Participated in GDSC Solution Challenge to develop 'Smiley' dental health android application to address SDG 3 and SDG 4
- · Working as a Hacker and team up with another Hacker, Hipster, and Hustler
- Integrated various Google technologies like Android, Firebase, Google Cloud, and TensorFlow to create a robust app

PROJECTS

Aether 🗹

May 2024 - Present

- Created air quality analysis application as mobile developer and UI/UX designer, providing valuable insights into air pollution levels.
- Integrated the Android app with IoT devices to enable real-time monitoring of air pollution filtration systems, improving data collection efficiency.
- Utilized technologies such as Android, Kotlin, Firebase, and Gemini to develop and enhance the application's features.

Zenspire 🖸

May 2024 - Present

- Developed mental health app as mobile developer to support user mental well-being with rich features
- Implemented a user-friendly UI design and integrated it seamlessly with the backend.
- **Collaborated** closely with a team of developers and designer to incorporate features such as real-time chat with mental health professionals, mood tracking, and discussion forum.
- Utilized Android and Kotlin to streamline the development process

Denteksi 🗹

Jan 2024 - Feb 2024

- Developed dental screening examination website as full-stack developer
- Collaborated with developers, a UI/UX designer, a system analyst, and a project manager to ensure the project's success
- Optimized the checkup process, reducing the time required to complete it to under 2 minutes.
- Utilized Laravel and Bootstrap to enhance development efficiency and ensure a responsive, user-friendly interface.

Smiley ☑

Dec 2023 - Feb 2024

- Delivered dental health application as mobile developer with the aim of providing an accessible dental care
- Collaborated with backend developer, UI/UX designer, and project manager, to ensure the delivery of a high-quality app.
- Implemented a user-friendly UI design and integrate it with firebase and machine learning backend to offer features such as real-time
 chat with dentist, AI powered dental checkup, and educational content
- Utilized Android, Kotlin, Firebase to enable powerfull feature

Toko Buku 🗹

Oct 2023 - Nov 2023

- Developed bookstore website as full-stack developer, enhancing user access to detailed book information.
- Enabled authentication, multi-role user management, and CRUD operations to provide a robust and secure user experience.
- Utilized Laravel and Bootstrap to ensure a responsive, visually appealing, and efficient development process.

SparkNotes 🗹

Jun 2023 - Jun 2023

- Created a note-taking website as **frontend developer**, enhancing productivity and organization for users.
- Provided key features including a landing page, notes, and to-do list functionality.
- Utilized HTML, Bootstrap, JavaScript, PHP, and SQL to build a responsive user interface.

SKILLS

Mobile Application Development: Android, Kotlin, Firebase

Web Development: HTML, CSS, Javascript, PHP, MySQL, Laravel, React

Soft Skills: problem-solving. attention to detail, technical communication, collaboration

CERTIFICATIONS

GDSC Solution Challange Submission ☑ by Google Developer Student Clubs	Apr 2024
Belajar Machine Learning untuk Pemula ☑ by Dicoding	Jan 2024
Memulai Pemrograman dengan Python ☑ by Dicoding	Jan 2024

LANGUAGES

Bahasa Indonesia (Native proficiency) • English (Professional working proficiency)