

Arthur Wiryadinata

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SUMMARY

Undergraduate student with 2 years learning mobile development at BINUS University. Skilled with apps development technique such as Figma, Flutter, Kotlin, Data Base and web development. Detail oriented and passionate about contributing in a dynamic environment.

EDUCATIONS

Faculty of Computer Science, BINUS University

2022 - Present

Bachelor of Computer Science

Major: Mobile Application and Technology

Relevant Coursework: Introduction to Mobile Technology & Programming, Mobile Cloud Computing, Mobile Community Solution, Mobile Multimedia Solutions, Embedded Systems and IoT.

Current GPA: 3.59

Science Major, SMA Xaverius Bandar Lampung

2019 - 2021

science graduate Major: Science

Acknowledgment: National Science Olympiad Chemistry Branch

EXPERIENCES

Frontend Designer of IT-Division BINUS

Feb 2023 - June 2024

- Gained knowledge and hands-on experience in the professional work environment & Adapted to the work environment.
- Effectively managed and allocated time for work, studies, and organizational involvement.
- Collaborated with fellow developers, division project managers, seniors, and others to deliver accurate and timely results.

Treasurer @Greater Jakarta of KMK BINUS

Feb 2024 - Present

- Developed effective financial management practices, organized cash flow and supported the event treasurer during ongoing activities.
- Organized and collaborated with more than 3 KMK regions at Bina Nusantara University and collaborated more than 50 fellow committee members to assist KMK activists.

Freshmen Leader BINUS B27

- Cooperated with more than 10 fellow Freshmen Leader.
- Aided more than 50 freshmen through their orientation and transition in BINUS.

July 2023

Freshmen Partner BINUS B27

- Guided all freshmen in mobile application and technology major through their academic journey at BINUS University by providing support and resources throughout their entire first year program July 2024
- Aided more than 30 students of mobile application and technology in first and second semester.

Project Manager of BNMC

- Achieved participant numbers and event surplus that met and exceeded the planned targets.
- Collaborated with international partners to serve as a speaker at events.

December 2023

EVENT PARTICIPATIONS

Treasurer of LDK-A KMK 2024

January 2024

- Developed and managed the annual budget, ensuring alignment with the organization's goals and event requirements.
- Provided regular financial updates to the leadership team and organization members, fostering trust and accountability.

Treasurer of Easter Consolidation in West Jakarta

Feb 2024 - March 2024

- Collaborated with BINUS in fundraising efforts for events, securing funds for the purchase of necessary items.
- Collaborated with Jakarta Cathedral Church and universities across Jakarta to ensure the smooth and successful execution of the event.
- Attended by the Rector of Bina Nusantara University, the Chairperson of the Bina Nusantara Foundation and their team, as well as representatives from various universities in Jakarta.

PROJECTS

JollyCat-Store App

- Technology: Kotlin, Firebase
- Activity: Designed the application's database schema, developed the project's backend, and conducted pitch presentations.

Personal Portfolio Website

- · Technology: ReactJS, Tailwind CSS
- Activity: Solely developed the project.

Willify- Simple Music Website

- Technology: HTML, CSS, JS, Figma
- · Activity: Created the front end and design the UI/UX using Figma.

The Night Shift

- Technology: Unity, Blender
- Activity: Created and Designed 3D Object using blender 3D and combined with VR/AR Technology.

Varchandise- Store App

- Technology: Figma
- Activity: Created and Designed Application UI based on Project Assignment.

SKILLS

Languages: English, Indonesia

Programming Languages: Dart, Java, C, Kotlin, HTML, JavaScript, CSS, SQL, Swift Storyboard

Software: Node.js, MySQL, Figma, GitHub

Framework: ReactJS, Flutter, Tailwind CSS

Techniques: Basic API Development, User Interface Design