



ADEL NOVAL AL FARIZI

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East Java, Banyuwangi

I am a 20-year-old male student majoring in Informatics at the Faculty of Computer Science, Universitas Jember. I have a passion for front-end development and a strong motivation to grow, with some experience in organizations. I enjoy exploring new things and I am a flexible learner who adapts quickly to new work environments.

Education

University Jember - Jember,Indonesia

Aug 2022 - Jun 2026 (Expected)

Undergraduate in Department of Computer Science - Informatics, 3.62/4.00

- Web Programming: learning the fundamental of website programming using HTML, CSS, JS, and PHP language with the output of making website-based CRUD program, with implenting MVC concept
- Object Oriented Programming: learning the object-oriented programming paradigm using the C# language with the output of making desktop-based CRUD programs using the .NET framework
- Functional Programming: learning the functional programming paradigm using the python language with the output of making CLI based CRUD program
- Database System: learn about the basic database system starting from tables, relations, and creating ERD

Organisational Experience

Himpunan Mahasiswa Informatika - Jember,Indonesia

Dec 2022 - Present

Head of Content Creator

HMIF is a student organization at the informatics study program level formed by informatics study program students which was established in 2018 and carries out activities that support academic and non-academic within the scope of the informatics study program which are executive, aspirational and advocative. HMIF functions as a forum for communication, unification, exploring and developing the potential of its members to create students who excel in science and technology

- Managing Public Relations: Develop and maintain good relationships with the media, clients and the public to build and maintain a positive image of the company.
- Content Development: Develop and edit various types of informative and engaging publication content, videoconcepts, articles, blogs, and social media content.

Committe/Volunteer Experiences

I/O (Informatics Olympiad) - Jember,Indonesia

Mar 2024 - Present

Head of Committee

An Informatics Olympiad at the high school level, attended by 81 participants from all over Indonesia and participated by high schools

- Develop concepts for events to increase participants' interest. Lead and manage the team to ensure each member understands their duties and responsibilities, as well as motivate the team to achieve common goals. Create a comfortable environment so that all committee members can easily carry out their tasks

IF ORDER (Informatics Organization Development and Training) - Jember,Indonesia

Mar 2024 -

Logistic Coordinator

Internal education and training activities for new staff of HMIF to develop and build the character of new staff of HMIF. This activity also aims to introduce the way of organizing for new staff of HMIF

- Providing all equipment and necessities for the success of the event

I/O (Informatics Olympiad) - Jember,Indonesia

Oct 2023 -

Logistic Coordinator

An Informatics Olympiad at the high school level, attended by 81 participants from all over Indonesia and participated by high schools

- Providing all equipment and necessities for the success of the event

Himpunan Mahasiswa Informatika - Faculty of Computer Science

Dec 2024 - Present

Head of Content Creation Division.

The Association of Informatika Students is an organization that serves Informatika students in the Faculty of Computer Science at Universitas Jember.

Skills, Achievements & Other Experience

- **Soft Skills:** Adaptable, Good Teamwork, Leadership, Critical Thinking
- **Hard Skills:** HTML, CSS, Bootstrap, Tailwind CSS, JS,ReactJs,Nodejs, PHP, Figma, Canva, Enterprise Architect,,Notion,Capcut,Trello
- **Projects** (2022): As a Programmer on course Algoritma dan Pemrograman 1 with a project name "Aplikasi Identifikasi Pada Tanaman Tembakau" using python
- **Projects** (2023): As a Designer on course Functional Programming with a project name "D-Panan" using python
- **Projects** (2023): As a Game Artist on Computer Graphics course using python
- **Projects** (2024): Became a Designer for the Software Development for Modern Agroindustry course with a project called "Sipetani" which was built with the Laravel Framework and based on Artificial Intelligence.
- **Achievements** (2024): The winner of game app development at i-com 2024
- **Projects** (2024): Kamawasena – Game designer, it's a game about the adventure of jaka to avenge his father and collecting all of his father heirloom weapons across nusantara