VALENTINO BANYU BIRU

Portfolio | valentino.banyubiru.vbb@gmail.com | +6285158004352 | LinkedIn: Valentino Banyu Biru

A recent Bachelor's graduate in Information Technology from Yogyakarta State University with a GPA of 3.6, experienced as a Fullstack Web Developer through an internship at a government institution, focusing on a room scheduling system using Laravel and Tailwind CSS. Passionate about technology and problem-solving, proficient in multiple programming languages, capable of effective teamwork, and committed to building user-centered digital solutions. Currently seeking a career opportunity as a Frontend Web Developer.

EDUCATION

Information Technology, Universitas Negeri Yogyakarta   **2021 - 2025**
- GPA: 3.6 / 4.00 (154 credits)
- Relevant Courses: Software Engineering, Software Project Management, Programming, Programming Laboratory Work, Web Programming, Mobile Application Development, Mobile Application Development Laboratory Work.

INTERNSHIP EXPERIENCE

Inspectorate of Yogyakarta Special Region   **October - December 2024**
Fullstack Web Developer
- Developed a web-based room scheduling system that displays room schedules, manages booking history, and facilitates user booking requests, increasing booking process efficiency by up to 40%.
- Built an admin panel for room management (add/edit/delete), approval/rejection of booking requests, and user registration verification with a more transparent approval flow.
- Implemented both frontend and backend functionalities using Laravel and Tailwind CSS, ensuring responsive design and system security through role-based access control.

PROJECT EXPERIENCE

Universitas Negeri Yogyakarta   **February - June 2023**
Frontend Web Developer
- Designed and implemented a flight ticket booking web interface using Laravel and Tailwind CSS, resulting in a responsive UI that improved user satisfaction by 30% over four months of development.
- Built search and booking features with integrated flight and online payment APIs capable of processing 100+ flight data in real time, increasing ticket search efficiency by 35%.

Universitas Negeri Yogyakarta   **August - December 2022**
UI/UX Designer
- Designed a mental health-themed mobile app interface using a user-centered design approach, covering user research, wireframes, and interactive prototypes in Figma to create an intuitive and empathetic experience.
- Developed community discussion and support features that enabled users to share experiences and help each other, improving social connectedness by 45% and reducing stress levels by 30% during testing.

ORGANIZATIONAL EXPERIENCE

Staff of Multimedia, Information, and Technology, IKMK UNY   **2022 - 2023**
- Designed 50+ Instagram visual contents, increasing social media engagement by 30%.
- Produced and edited 10+ podcast episodes published on YouTube and Spotify.
- Documented 5+ organizational events through photos and videos for publication and archival purposes.

SKILLS

Language:
- English, Intermediate.
- Indonesian, Native.

Software:
- Figma
- Microsoft Office
- Adobe Photoshop
- Canva
- Google Workspace
- Visual Studio Code
- CorelDraw
- Adobe Illustrator

Soft Skill:
- Time Management
- Team Collaboration
- Problem Solving
- Effective Communication
- Critical Thinking
- Adaptability

Hard Skill:
- HTML, CSS, Javascript
- Laravel PHP
- Git / Github
- React JS, Next JS
- Flutter
- UI/UX Design
- Tailwind CSS
- Python