Dustin Lionel

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Profile

Computer Science graduate with a passion for software engineering, specializing in web and Android development, AI model engineering, and game development. Experienced in leading projects, organizing competitions, and competitive programming. Eager to solve complex challenges and contribute to impactful software solutions.

Work Experience and Organization

Web Developer   June 2023 - July 2023

Freelance

- Developed and deployed the official website for **Perhimpunan Dokter Keluarga Indonesia** (PDKI), improving accessibility for thousands of medical professionals.
- Developed client-side application with Next.js, and optimized server-side logic using Express.js and MySQL, ensuring seamless integration with client-side features.

Mikroskil Programming Club Vice President   October 2023 - October 2024

Mikroskil University

- Led the recruitment process for new members.
- Taught C++ programming and Competitive Programming training sessions.
- Organized Ideafuse 2023 Competitive Programming as the head of the organizing committee.
- Actively competed in GEMASTIK, COMPFEST, ARKAVIDIA, and ICPC, enhancing problem-solving and algorithmic skills.

Projects

Android Application Capstone Project with Kotlin   December 2024

Studi Independen Project at Bangkit Academy 2024 Batch 2

- Developed Planitorium, an Android app using Kotlin for plant disease detection with machine learning
- Designed the UI for the capstone project in Figma and implemented it in Android Studio
- Integrated the app with real-time API cloud computing services, using Retrofit.

Android Application Research with Lecturer with Flutter   December 2024

Mikroskil University lecturer research

- Led development of EduCraft, a mobile app for digital file extraction of practice questions using GPT-4o.
- Built backend with Flask & Google Cloud, optimized AI results using prompt engineering, and integrated Flutter frontend

2D Game Development Capstone Project with C#   **June 2024**

Studi Independen Project at Infinite Learning Indonesia

- Developed **Budi Goes To School**, a 2D video game for PC in Unity using C#
- Primarily Contributed as a game artist in the team, creating 2D pixel assets with Aseprite
- Implemented static and animated assets in Unity, helping the main programmer in the team

Education

Bachelor of Informatics Engineering | GPA 3.94   **2021 - 2025**

Mikroskil University

Skills

- **Programming Languages**: Python, Kotlin, C++, JavaScript, C#
- **Frameworks & Tools**: Next.js, Flutter, Express.js, MySQL, Firebase, TensorFlow, Unity
- **Language**: Bahasa Indonesia, English
- **Certification** :
  - **Belajar Pengembangan Aplikasi Android Intermediate (Dicoding)**: Intermediate skills in building Android apps with Kotlin.
  - **Introduction to Cloud Development with HTML, CSS, and JavaScript (IBM)**: Fundamentals of web app development with HTML, CSS, and Javascripts.
  - **Red hat Enterprise Linux System Administration I**: Fundamentals of system administration with Linux