

Andelle Gianza Basae

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ABOUT ME

Hello, I'm Andelle Gianza Basae. I'm a great learner as a student of Informatics Engineering Sriwijaya University. I like to learn new things and purposefully working toward to achieve my goals. I'm a oriented person, fast learner, have a Problem solving skill, great teamwork, able to work individually or in team also have a big motivation to learn something new.

EXPERIENCES

Head of Publication and Documentation in Fasilkom Games 2021 (November 2021 - November 2021)

Fasilkom games is an annual sport competition event at the Computer Science Faculty of Sriwijaya University. A Division Head in charge of all matters related to design and publication. Managed the course of the job desk and work deadlines, manages also was responsible for the staffs, and designed several things such as banners, proposals, and charters.

The selection of Bujang Gadis Faculty of computer science Sriwijaya University 2021 (August 2021 - August 2021)

A member who is responsible for making proposals, creating pamphlets and compiling Instagram feeds.

Head of Publication and Documentation in BEM Collab From Home (July 2021 - July 2021)

Collab from home is an online art event featuring dance, arranged music, etc from BEM Fasilkom Sriwijaya University. Responsible for managing all the staffs and handling assets as well as recorded videos to be edited into one so that the videos and assets collected can be displayed to the public.

Member of the Publication and Documentation Fasilkom E-Sport Championship (June 2021 - June 2021)

Members who are responsible for making the opening video of the event, editing the proposal to make it look attractive and making flyers.

Head of Publication and Documentation in Student Organization Management Workshop 2021 (March 2021 - March 2021)

A division head who is in charge of staff, job desk, and deadlines and is responsible for several job desk such as making pamphlets to be uploaded on Instagram.

EDUCATION

Universitas Sriwijaya (August 2020 - August 2024)
Bachelors Computer Science 3.82/4.00

SMA N 1 Muara Enim (September 2017 - May 2020)
High School Mathematics and Natural Science

Farewell Ceremony English Speech – 2020

1st Winner Rubik Competition | Mathematics Festival 2019 HIMMA FKIP Universitas Sriwijaya (October 2019)

Rohis Member (September 2017 - June 2019)

PROJECTS

Angry Bird CLI APP

<https://github.com/Shoraa11/AngryBird-appjava>

(June 2022 - June 2022)

An simple game app Angry Bird using CLI

Hangman CLI APP

<https://github.com/Shoraa11/HangmanGame-appjava>

(September 2021 - September 2021)

An simple game app Hangman using CLI

SKILLS

Java, Problem Solving, Team work and Collaboration, Leadership, Multitasking, Editing.