



FATHAN YAZID SATRIANI

6th Semester Computer Engineering Student @ Universitas Indonesia

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EDUCATION

UNIVERSITAS INDONESIA

Bachelor of Engineering | Major in Computer Engineering | Grade 3.72/4.00

Depok City

Expected April 2027

SMAN 34 JAKARTA

Diploma of Mathematics and Sciences | Grade: 89/100

South Jakarta

July 2020 – April 2023

EXPERIENCES

PT. PHAROS INDONESIA

AI (Computer Vision) & Mechatronics Intern in the NPD Pharmalogic Departement

Kebayoran Lama, South Jakarta

December 2025 – Now

TUTORKULIAH.ID

Tutor for Highschool and Freshman University Students on Advanced Math & Sciences

Depok City

December 2025 – Now

FAKULTAS TEKNIK UI

- Laboratory Assistant for Electrical/Mechanical Physics Lab
- Teaching Assistant for Computational Thinking Class

University of Indonesia

August 2025 – December 2025

February 2025 – June 2025

IKATAN MAHASISWA ELEKTRO FTUI

- Vice Head of the Academics and Professions Department
- Staff of the Academics and Professions Department

University of Indonesia

January 2025 – December 2025

February 2024 – December 2024

EXERCISE FTUI

Software Intern at Experiment of Electro Technical Engineering and Science Organization

University of Indonesia

November – December 2023

GDSC UI

Member of Google Development Student Club

University of Indonesia

October 2023 – December 2023

KKCTBN 2023

Committee of Autonomous Tourism Surface Vessel Competition 2023

University of Indonesia

October 2023

PROJECTS

WIKISCROLLS APP | Flutter (Dart), Typescript (Prisma), Go (Gin), Docker, Neo4j

Co-developed an educational short-form video platform that transforms Wikipedia articles into engaging audiovisual content using LLM summarization and Text-to-Speech. I designed the UI/UX framework and implemented the frontend using Flutter to create a seamless "TikTok-style" scrolling experience for educational content.

AKPRO IME WEB | Figma, Astro, Typescript

Collaborated as a UI/UX designer and frontend developer on a live web application designed to centralize all academic resources, providing students with a streamlined and searchable hub for academic modules, class schedules, and curriculum information.

DRAW BATTLE GAME | React, Vite, Express.js, PostgreSQL (NeonDB), Socket.io

Collaborated on a full-stack, real-time multiplayer drawing and guessing web game, handling both frontend development with React and backend integration with a PostgreSQL database.

CUSTOM LINUX SHELL | C, Linux CLI

Developed a functional Linux shell in C, implementing core features like command execution, process management (foreground/background), and inter-process communication via pipes.

NETWORK DESIGN & SIMULATION | Cisco Packet Tracer

- Designed a detailed network infrastructure for a university's campus, configuring VLANs, subnetting, and the OSPF routing protocol to ensure robust connectivity between different departments. ([Link](#))
- Architected a large-scale Wide Area Network (WAN) to connect a central headquarters with multiple branch offices, simulating the topology with Frame Relay, PPP, and the EIGRP routing protocol. ([Link](#))

AES-128 ENCRYPTION HARDWARE ACCELERATOR | VHDL, C, ModelSim, Quartus Prime

Designed and implemented a high-performance hardware accelerator for the AES-128 encryption algorithm using VHDL. I was personally responsible for writing the VHDL code for the core encryption process and its corresponding testbench.

SMART DROP-BOX | C++ (ESP32), FreeRTOS, Blynk IoT

Architected a smart, power-efficient package delivery system designed to prevent theft using secure OTP authentication and real-time cloud monitoring. My role was orchestrating system concurrency using FreeRTOS and creating the Blynk UI interface.

NOIR – NOISE AND AIR QUALITY MONITORING SYSTEM | AVR Assembly (Adruino), Proteus

Co-developed a real-time environmental monitoring system for learning spaces like classrooms and libraries. My role was programming to processes sensor data and controls visual/audio alerts, and designing the complete circuit simulation in Proteus.

PARKING COUNTER & DISTRIBUTION SYSTEM | Proteus, Digital Logic Circuits

Designed and simulated in Proteus to optimize parking in multi-level facilities. The system uses a combination of digital logic components, including counters, decoders, and flip-flops, to track the number of filled spots on each floor in real-time.

ADDITIONAL

TECHNICAL SKILLS

- **Programming:** C/C++, C#, Java, Python, GO, Dart
- **Circuitry:** Logism, Tinkercad, Proteus, Wokwi, Modelsim (VHDL), Arduino & ESP32 (C++/AVR Assembly)
- **Web Development:** HTML, CSS (Tailwind), Javascript (React, Vite, Express, Next), Flutter, Python (FastAPI, Django)
- **Database:** MySQL, PostgreSQL, MongoDB, Redis, NeonDB
- **Copywriting:** Markdown, LaTeX, Microsoft Word, Google Docs
- **Graphic Design:** Figma, Canva, Adobe Photoshop, Capcut

CERTIFICATIONS

- English Proficiency Test (EPT) / Score: 643 (Index: A)
- TOEFL ITP / Score: 627 out of 677
- Participant of Technoskill 1.0 Web Development Competition by PIPTEK IME FTUI 2024
- Participant Exertion Competitive Programming Contest by EXERCISE FTUI 2024
- Participant of Olimpiade Sains Nasional (OSN) in Mathematics
- Final of Olimpiade Matematika Galuh (Omega) se – Pulau Jawa
- Winner of Amaze with Science Competition
- Semi Final of Sonic Mathematics Competition

LANGUAGES

- English (Professional)
- Indonesian (Native)