

Nama (Name)
Nomor Induk Mahasiswa (Student Identification Number)
Tempat & Tanggal Lahir (Place & Date of Birth)
Fakultas / Sekolah (Faculty / School)
Program Studi (Study Program)
Program (Program)
Jenjang Pendidikan (Level of Education)
Total Kredit (Total Credits)
Indeks Prestasi Akademik (GPA)

: JOEL ROBERT JUSTIAWAN
: 2101629672
: KARAWANG, 7 Februari 1999 (KARAWANG, February 7, 1999)
: School of Computer Science
: Teknik Informatika (Computer Science)
: Game Application and Technology
: Sarjana (Strata 1) (Bachelor Degree)
: 146
: 3.02



UNIVERSITAS BINA NUSANTARA

SK Pendirian Perguruan Tinggi No. : 55/D/O/1996, Tanggal 8 Agustus 1996

Awarding Institution's License No. : 55/D/O/1996, Date August 8, 1996

Akreditasi Program Studi BAN-PT No. : 1487/SK/BAN-PT/Akred/S/V/2019, Tanggal 14 Mei 2019

Accreditation of Study Program by National Accreditation Board for Higher Education No. : 1487/SK/BAN-PT/Akred/S/V/2019, Date May 14, 2019

Transkrip Akademik (Academic Transcript)

Nomor Transkrip Akademik (Academic Transcript Number) : IFS1/2021/BNN00892

Nomor Ijazah Nasional (National Diploma Number) : 552012021008898

KODE CODES	NAMA MATA KULIAH COURSES	KREDIT SCU	GRADE GRADE	KODE CODES	NAMA MATA KULIAH COURSES	KREDIT SCU	GRADE GRADE	KODE CODES	NAMA MATA KULIAH COURSES	KREDIT SCU	GRADE GRADE	KODE CODES	NAMA MATA KULIAH COURSES	KREDIT SCU	GRADE GRADE
Mata Kuliah Keilmuan dan Keterampilan <i>Science and Skill Course</i>				CHAR6013	Pengembangan Karakter: Pancasila <i>Character Building: Pancasila</i>	2	B+	ENTR6368	Keterampilan Kerja dan Kewirausahaan dalam Pengalaman Bisnis Area Teknologi dan Aplikasi Game <i>EES in Game Application and Technology Business Experience</i>	4	A-	GAME6043	Pemodelan 3D untuk Games <i>3D Modeling for Games</i>	2/2	B-
COMP6047	Algoritma dan Pemrograman <i>Algorithm and Programming</i>	4/2	A	Mata Kuliah Keahlian Berkarya <i>Creative Expertise Course</i>				ENTR6003	Kewirausahaan I <i>Entrepreneurship I</i>	2	B-	GAME6004	Pemrograman Berorientasi Objek dalam Game <i>Object Oriented Game Programming</i>	2/2	A
MATH6030	Aljabar Linear <i>Linear Algebra</i>	2	B-	GAME7044	Animasi 2D <i>2D Animation</i>	2/2	C	ENTR6004	Kewirausahaan II <i>Entrepreneurship II</i>	2	B-	GAME7029	Pemrograman Game 2D <i>2D Game Programming</i>	4	B
MATH6031	Kalkulus <i>Calculus</i>	4	D	LANG6061	Bahasa Indonesia <i>Indonesian</i>	1	A-	ENTR6329	Memulai Bisnis Baru <i>Business Start Up</i>	8	B+	GAME6050	Pemrograman Game Engine <i>Game Engine Programming</i>	2	B+
MATH6025	Matematika Diskrit <i>Discrete Mathematics</i>	4	A-	ENGL6131	Bahasa Inggris untuk Komunikasi Bisnis Tertulis <i>English for Written Business Communication</i>	2	A	COMP6056	Metode Desain Program <i>Program Design Methods</i>	4	A	GAME7045	Pemrograman Game Mobile & Web <i>Mobile & Web Game Programming</i>	4/2	A
GAME6001	Pengenalan Teknologi Game <i>Introduction to Game Technology</i>	2	A	ENGL6130	Bahasa Inggris untuk Presentasi Bisnis <i>English for Business Presentation</i>	2	D	ENTR6161	Metodologi Lean untuk Usaha Baru & Rencana Bisnis dalam Teknologi Game <i>Lean Startup & Business Plan in Game Technology</i>	2	B	GAME6012	Pengalaman Pengguna <i>User Experiences</i>	2	B
GAME6002	Perancangan Game <i>Game Design</i>	2	B+	COMP6232	Interaksi Manusia dan Komputer <i>Human and Computer Interaction</i>	2/2	B+	ENTR6162	Modal Usaha dalam Teknologi Game <i>Venture Capital in Game Technology</i>	2	B	ENTR6357	Pengembangan Bisnis <i>Growing a Business</i>	8	A
COMP6049	Perancangan dan Analisis Algoritma <i>Algorithm Design and Analysis</i>	4	D	CPEN6109	Jaringan Komputer <i>Computer Networks</i>	2/2	B+	ENTR6159	Model Bisnis & Validasi dalam Teknologi Game <i>Business Model & Validation in Game Technology</i>	2	C	COMP6230	Rekayasa Piranti Lunak <i>Software Engineering</i>	4	A-
STAT6026	Probabilitas dan Statistika <i>Probability and Statistics</i>	2	A	COMP6228	Kecerdasan Buatan <i>Artificial Intelligence</i>	4	B	ENTR6160	Peluncuran Usaha Baru dalam Teknologi Game <i>Launching New Venture in Game Technology</i>	2	C	ISYS6280	Sistem Basis Data <i>Database Systems</i>	4/2	D
COMP6048	Struktur Data <i>Data Structures</i>	4/2	B	ENTR6380	Keterampilan Kerja dan Kewirausahaan dalam Bisnis Area Teknologi dan Aplikasi Game <i>EES in New Game Application and Technology Business</i>	3	B								
Mata Kuliah Pengembangan Kepribadian <i>Personality Development Course</i>															
CHAR6015	Pengembangan Karakter: Agama <i>Character Building: Agama</i>	2	A-												
CHAR6014	Pengembangan Karakter: Kewarganegaraan <i>Character Building: Kewarganegaraan</i>	2	B+												
Bersambung ... Hal 1 dari 2															

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Kerja Praktek di BINUS UNIVERSITY (BINUS INCUBATOR) Periode Maret 2020 s.d Februari 2021 <i>On the job Training at BINUS UNIVERSITY (BINUS INCUBATOR)</i> <i>Period March 2020 - February 2021</i>															
Judul Skripsi : PERANCANGAN FRAMEWORK UNTUK MEMPERMUDAH PEMBUATAN GAME VIRTUAL REALITY <i>Title of Thesis :</i> <i>FRAMEWORK DESIGN TO FACILITATE THE CREATION OF VIRTUAL REALITY GAMES</i>															
Telah menyelesaikan Program Sarjana (Strata 1) dengan gelar Sarjana Komputer (S.Kom.) Pada tanggal 27 Oktober 2021 dengan predikat High Merit <i>Has completed the Bachelor Degree and has been awarded the name of qualification as Sarjana Komputer (S.Kom.), translated as "Bachelor of Science" on October 27, 2021 with predicate High Merit</i>															
												Jakarta, 1 Desember 2021 <i>Jakarta, December 1, 2021</i>  Dr. Fredy Purnomo, S.Kom., M.Kom. Dekan, <i>Dean, School of Computer Science</i>			