

JASTIN LIM

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A passionate Informatics Engineering student from Multimedia Nusantara University with a deep interest in programming and software development. Proficient in multiple programming languages and experienced in tackling complex coding challenges. Possesses a strong grasp of algorithms, data structures, and software design principles. Always eager to explore new technologies and create effective, scalable, and innovative software solutions.

Work Experiences

Kiong Hee Misua - Indonesia

Nov 2024 - Present

Waiter

Kiong Hee Misua is a famous Restaurant eatery with authentic Chinese food, especially misua. The favorite menu at Kiong Hee Misua is Misua Kuah Kaldu Babi Samcan and Misua Goreng Lapchiong Babi. I was assigned as a part-time waiter to serve the newly arrived customers, input the customer's order, bring the customer's food, serve the customer's payment and clean the dirty plates and tables.

- Consistently received positive feedback from customers for friendly and attentive service.
- Recognized by the supervisor for maintaining high efficiency and teamwork during peak hours.
- Improved table service speed and accuracy through better coordination with kitchen staff.
- Contributed to maintaining a clean and comfortable dining environment, enhancing overall customer satisfaction.

Education Level

Universitas Multimedia Nusantara - Tangerang Selatan,Indonesia

Aug 2023 - Aug 2027 (Expected)

Bachelor of Informatics, 3.12/4.00

- Frontend Developer – Web Programming, Developed a web application using Laravel, focusing on front-end functionality and user interface improvement; implemented responsive layouts and interactive features to enhance user experience; achieved a grade A.
- Backend Developer – Database System, Built and optimized a database-driven system, managing data flow and ensuring reliable performance; contributed to database structure design and system integration; received a grade C+
- Project Manager – Introduction to Internet Technology, Guided a team in completing several web-based projects, maintaining effective coordination and technical precision; consistently achieved excellent results; obtained a grade A.
- Project Manager – Software Engineering, Led a team in designing and developing a mobile application prototype using the Waterfall methodology; oversaw each development phase, coordinated team responsibilities, and ensured functional and visual consistency across the prototype; earned a grade A–.
- UI Designer – Human Computer Interaction (HCI), Collaborated with the design team in creating the visual concept for a mobile application; responsible for designing the Instagram feed section to ensure aesthetic appeal and user engagement; contributed to the overall interface cohesiveness; achieved a grade B+.

Organisational Experience

Fortius Esports - Indonesia

Nov 2023 - Present

Player

Fortius Esport is an esports organization in UMN. This organization aims to advance the world of student esports in UMN. In this organization, I am assigned as a PUBGM player whose task is to achieve as many achievements as possible in the competition in the PUBGM game.

- Represented Multimedia Nusantara University as a competitive PUBGM player under Fortius Esports.
- Competed in regional tournaments to bring achievements and recognition to the university team.
- Collaborated with teammates to develop strategies, enhance coordination, and improve overall team performance.
- Participated in regular training sessions, scrims, and match reviews to strengthen gameplay consistency.
- Contributed to maintaining a positive team spirit and professionalism during competitions and official events.

Character Building Mentoring UMN 2024 - Indonesia

Feb 2024 - Oct 2024

Member Of Insurer

UMN Mentoring is an annual event held by UMN Student Support. This event aims to encourage new students with the 5C values from Kompas Gramedia. In this event, I was assigned as an Insurer Member who maintained order during the activity and also supervised the Mentors and mentees during the activity.

- Maintained security and order throughout the Character Building Mentoring 2024 activities.
- Ensured a safe, disciplined, and conducive environment for both mentors and mentees during all sessions.
- Monitored participant behavior and reminded mentees to follow the established rules and regulations.
- Assisted the organizing committee in maintaining smooth event operations and preventing potential disruptions.
- Contributed to creating a positive and respectful atmosphere aligned with the 5C values of Kompas Gramedia.

Hansan Festival

Sep 2024 - Nov 2024

Member Of Fresh Money

Hansan Festival is Qorie UMN's annual event consisting of singing, dancing, and fanart competitions with the theme of "Korean". I was assigned as fresh money to look for tenant businesses that want to open tenants in UMN and take care of them to get funds, then open Paid Promote, Google Review and Buzzer services and check the members of the Hansan Festival section to make these services, if they don't make it then they will be fined, the fine will be put into the Hansan Festival needs fund.

- Conducted fundraising activities by reaching out to tenant businesses interested in opening temporary booths at UMN to generate event funds for the Hansan Festival.
- Managed and offered Paid Promote, Google Review, and Buzzer services to generate additional funds for the event.
- Monitored the proper execution of promotional activities by other committee members and ensured compliance with given formats.
- Implemented fines for members who failed to follow the correct paid promotion procedures, with all collected fines allocated to the Hansan Festival fund.
- Contributed to the overall financial sustainability of the event through strategic fundraising and collaboration with external partners.

Fortitude Championship 2024 - Indonesia

Oct 2024 - Nov 2024

Member Of Logistics

Fortitude Championship is an annual event from fortius esports which contains Valorant and Mobile Legends game competitions. I am here in charge as a member of the Supplies Division. My job is to bring and install the equipment needed on the day of the event and if there is a broken device or need more items, then I will take care of it.

- Prepared and organized all equipment and materials required for the Fortitude Championship event.
- Installed, set up, and arranged necessary supplies and devices before and during the competition days.
- Handled maintenance and troubleshooting in case of damaged or malfunctioning equipment during the event.
- Ensured all tools and logistics were available, functional, and ready to support the smooth execution of the tournament.
- Collaborated with other divisions to fulfill last-minute supply needs and maintain operational efficiency throughout the event.

PPIF UMN 2025 - Indonesia

Mar 2025 - Sep 2025

Member Of Public Relation

PPIF 2025 is the Informatics study program's annual orientation event for new students. I was assigned as a member of the Public Relations division, where my responsibilities included creating engaging content and monitoring the views to increase PPIF's online engagement. In addition, I worked on editing videos and documenting the event by recording activities throughout the two-day program.

- Created engaging captions and copywriting for Instagram videos to maintain a consistent and appealing online presence.
- Recorded event activities throughout the two-day program for documentation and future content purposes.
- Edited videos and visual materials to be published on PPIF's social media platforms.
- Collaborated with other PR members to ensure content quality, visual consistency, and alignment with event goals.
- Contributed to increasing online engagement and promoting the event's highlights effectively through creative media.

Skills, Achievements & Other Experience

- **Aplikasi Rumah Sakit Rawan Jalan Projects** (2025): Project Manager & Fullstack Developer
- **The Lazy Jannah (Game Development Projects)** (2025): Game Developer
- **PT. Sumber Cahaya Timur (Company Profile Projects)** (2025): Frontend Developer
- **CoWaste (Figma)** (2024): -
- **HarbourMind (Figma)** (2024): Project Manager & UI/UX Designer
- **To Do List Projects** (2024): Fullstack Developer
- **Website Pengenalan Provinsi Sumatera Utara Projects** (2024): Project Manager & Fullstack Developer