Yosef Praditia Sotyohadi

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EDUCATION

Binus University	**Malang, East Java**
BS in computer science	*Graduation Year: 2029*
Cor Jesu - High School	**Malang, East Java**
Kurikulum Merdeka (Informatika, Fisika, matematika tingkat lanjut)	
(average : 90,46)	*Graduation Date : May 2025*

- Member, TIK & Math Club

ORGANIZATIONAL / PROJECT EXPERIENCE

Cor Jesu - University open house 2024   **Cor Jesu**
Member of sanitation division   *2024*

- Assisted in building the necessary infrastructure for university booths inside classrooms.
- Maintained event cleanliness by monitoring and managing waste disposal in high-traffic areas.
- Collected waste from university booths and assisted in distributing consumables to university representatives.

Figma UI-UX   **Cor Jesu**
UI-UX developer   *February 2025*

- Co-developed the project plan and concept for a film review website's UI/UX.
- Provided technical guidance on workflow and UI/UX design standards (e.g., Visual Structure, Color Theory).
- Designed and built the homepage prototype for the UI/UX website.
- Contributed to the creation of simple animations within the UI/UX design.

Cavis Sesvent Himti 2025   **Binus@malang**
Event Organizer   *October 2025*

- Developed presentation materials for the "Think Like a Digital Innovator: Practicing Critical Thinking in the Digital Era" workshop.
- Created Kahoot quiz questions and supplementary materials for the event instructor.
- Planned the complete event rundown and activity timeline.
- Served as a technical operator during the live Zoom event.
- Assisted in defining team workflows (systematically and Main G-Drive Folder) and creating an attendance system using Google Sheets and Google Forms for Mentoring.

SKILLS & INTERESTS

Technical Skills: Microsoft Office (Word, Excel, PowerPoint), C (basic), Python(basic), Canva, Figma (basic - advance)

Languages: Indonesian (Native), English (Professional Working)

Soft Skills : Team Work, Critical Thinking and Adaptability

Interests: Reading compelling stories, 3D Animation (Blender), Game Development, and Artificial Intelligence