

MARCELLINUS RENDITTA MARDYANTO

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PROFILE SUMMARY

An Informatics student at Atma Jaya Yogyakarta University who is actively involved in organizational activities and has a strong interest in developing web. Proficient in programming concepts, application system testing, and technical documentation. Able to work collaboratively in a team and adapt quickly to dynamic work environments. Committed to making a significant contribution to research and development activities to support application development for both internal and external users.

EDUCATION

ATMA JAYA YOGYAKARTA UNIVERSITY
Faculty of Industrial Technology – Informatics
GPA: 3.75 / 4.00

August 2022 - Present

ACADEMIC PROJECTS

Cinema Website – Full Stack Web Developer

September 2024 – November 2024

Developed a cinema website with Laravel and React, enabling online ticket booking, food ordering, and admin management features.

- Developed a modern cinema website using Laravel (backend) and React (frontend).
- Implemented seat booking, food ordering, and secure payment features.
- Built admin panel with full movie/showtime management and transaction reports.
- Integrated authentication and role-based access control.

Mobile GYM Application – Full Stack App Developer

September 2024 – November 2024

Developed a gym app with Laravel and Flutter, featuring session booking, equipment rental, and secure REST API integration.

- Developed a cross-platform gym app using Laravel (backend) and Flutter (frontend).
- Implemented session booking with trainers and equipment rental.
- Built REST APIs for bookings, payments, and real-time session availability.
- Integrated user authentication and profile management.
- Completed as a capstone project showcasing full-stack mobile app development skills.

ReUseMart Website – Full Stack Web & App Developer

February 2025 – June 2025

Developed ReUseMart with Laravel and React, an online second-hand marketplace with product listings, multi-role access (CS, warehouse, buyer, consignor, owner), and secure transaction management.

- Built ReUseMart, a second-hand goods platform using Laravel (backend) and React (frontend).
- Implemented product listings, secure authentication, and transaction management.
- Developed role-based access for CS, warehouse staff, buyers, consignors, and owners.
- Created admin tools for managing users, products, and transactions.
- Focused on responsive, user-friendly UI to support all roles effectively.

ACTIVITIES AND LEADERSHIP EXPERIENCE

Design Division Coordinator – Student Creativity Unit (UKM Kreativitas Mahasiswa)

September 2023 – June 2024

- Led a design team to support visual communication for campus events.
- Created posters, social media graphics, and banners to boost engagement.
- Coordinated with event teams to align designs with branding and themes.
- Improved team workflow and trained new designers for consistent output.

Leader – Swimming Student Activity Unit (UKM Renang)**September 2024 – June 2025**

- Led a team of 50+ in organizing swimming practices and skill development.
- Managed training schedules, internal competitions, and team-building events.
- Handled team logistics and administration to ensure smooth operations.

**Training Division Coordinator – Diving Student Activity Unit
(UKM Selam)****September 2024 – June 2025**

- Supervised diving equipment readiness and safety for all sessions.
- Evaluated member progress and provided skill development feedback.
- Coordinated training schedules with instructors and mentors.
- Enforced safety standards and risk management during dives.

SKILLS**Programming Languages & Frameworks:** PHP, Java, C, React.js, Laravel, Bootstrap**Web Technologies:** HTML, CSS, SQL**Tools & Software:** Visual Studio Code, GitHub, XAMPP, Figma