Mario Agustin Sijabat

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An Informatics student passionate about technology, with a strong interest in UI/UX Design, UX Research, Project Management, and Website Development. Skilled in creating interactive and engaging experiences, with a love for illustrating and digital art, particularly pixel art. Thrives at the intersection of technology and creativity, constantly seeking challenges to combine both in meaningful ways. Eager to apply my skills, learn new technologies, and contribute fresh ideas in a dynamic environment.

Education Level

Del Institute of Technology - Toba, Indonesia   Aug 2022 - Sep 2026 (Expected)

Bachelor Degree in Informatics, 3.57/4.00

Experience

Huawei Seeds for The Future 2024 - Shenzen, China   October 2024

Delegation Representative for Indonesias

- Selected as one of the top 6 delegates out of 100+ applicants from Indonesia to represent the country in Huawei's global talent development program
- Participated in intensive training sessions on cutting-edge technologies, including 5G, AI, cloud computing, and IoT.
- Collaborated with peers from 19 Asia-Pacific countries, enhancing cross-cultural communication and teamwork skills in a program attended by hundreds of international students.
- Enhanced technical knowledge and leadership skills through 10+ workshops and mentorship from industry experts, resulting in improved problem-solving and decision-making abilities.
- Selected as one of the top 10 teams with the best innovation in the Tech4Good competition, leveraging technology to address social issues and create a positive societal impact.

Del Institute of Technology - Sitoluama, Indonesia   August 2024 – Desember 2024

Teaching Assistant for Data Base

- Assisted 50+ students in practical lab sessions, helping them understand database modeling and SQL query writing, and relational database normalization..
- Provided support in using Database Management System (DBMS) tools to implement and manage databases, ensuring students understand system architecture and the concepts of data storage.
- Guided 50+ students in mastering ER modeling, relational data models, and functional dependencies, improving their project success rate by 30%.
- Offered troubleshooting support and feedback to 50+ students during lab sessions, ensuring 100% completion of database projects on time.

Project Experience

Youth Path Organization– https://github.com/MarioSijabat/Youth-Path-Organization   March 2025 - Present

Web Developer | *Technologies: Laravel, Filament PHP, Tailwind CSS*

- Developed the Youth Path Organization platform as a personal initiative to apply the skills and knowledge acquired through the completion of a web development course.
- Designed the user interface with Tailwind CSS for a clean, modern, and responsive design, while utilizing Blade templating engine to create dynamic, reusable views, improving maintainability and reducing redundancy.
- Utilized Filament PHP for building admin panels, streamlining content management and making the platform easy to manage for the team.
- Implemented MySQL as the database solution for secure and optimized data management, handling user data, and platform interactions efficiently.

Pawsy (Case Study Project)   January 2025 - Present

UI/UX Designer & UX Researcher | *Technologies: Figma, Affinity Designer, Notion*

- Conducted user research through surveys and user interviews to identify pet owners needs regarding pet care services.
- Analyzed research data to uncover user pain points and constructed solutions based on user-centered design principles.
- created user personas, user flows, and journey maps to create an intuitive and efficient user experience.
- Designed wireframes and high-fidelity UI using Figma, focusing on core features like nearest pet care location, health tracking, community forum, and vaccination reminders.

- Performed usability testing and iterative design improvements, enhancing the user experience.

Student Violation Information System –   October 2024 - December 2024
https://github.com/MarioSijabat/Information-System-for-Pelanggaran-Mahasiswa

Scrum Master, System Analyst, UI/UX Designer, Front-end Developer | *Technologies: MySql, Laravel, PHP, Bootstrap, CSS, AdminLTE, Agile Scrum (coda)*

- Led a team of 6 members to deliver a web-based information system, improving internal reporting efficiency by 50% through a streamlined user interface.
- Contributed in a team project for a web-based information system as part of a final project for courses in web programming, software testing, and software development analysis.
- Led the design using Figma and implementation of the web interface using Laravel, PHP, Bootstrap, and CSS, translating client requirements into a functional, visually appealing website.
- enforced business logic and workflow based on client specifications, ensuring seamless interaction between front-end and back-end systems.
- Utilized AdminLTE as the design template to ensure a responsive and modern user interface.
- Coordinated team progress and agile development practices as Scrum Master, ensuring timely and efficient delivery of the project.

Organizational Experience

Art & Culture Department Of Student Executive Board – Del Institute of Technology   September 2023 - Present
Member

- Coordinated 4 cultural events attended by over 1500 students, increasing campus engagement in arts and culture by 20% to promote and celebrate diverse artistic expressions.
- Through effective communication, teamwork, and organizational skills, I have successfully helped create enriching cultural experiences that enhance the campus community's appreciation for the arts.

Certifications

- Java Programming: Beginner to Advanced by Udemy (2024)
- Full-Stack Web Development Bootcamp by Udemy (2025)

Language

- Bahasa Indonesia (Native Language)
- English (Intermediate)

Skills

- **Soft Skills:** Creative design, Problem-solving, Good communication
- **Website Development:** Node.js, PHP, MySQL, JavaScript, Bootstrap, Tailwind, CSS, HTML
- **Management Tools:** Coda, Notion, Trello
- **Programming Tools:** Godot Engine, NetBeans, Visual Studio Code, Android Studio
- **Programming Languages:** C, Java, GDScript
- **Designing:** Figma, Pixel Studio, Asseprite, Procreate, Affinity Designer
- **Other Skills:** Math and Algorithms, Object-Oriented Programming (OOP)