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 9 delegates out of 100+ applicants from Indonesia to represent the country in Huawei's global talent development program
- Collaborated with peers from 19 Asia-Pacific countries, enhancing cross-cultural communication and teamwork skills in a program attended by hundreds of international students.
- 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, offering troubleshooting support and helping them understand database modeling and SQL query writing, and relational database normalization..
- Guided 50+ students in mastering Database Management System (DBMS) tools, ER modeling, relational data models, and functional dependencies, improving their project success rate by 30%.

Project Experience

Career Alumni and Information System – http://bit.ly/42MZjPV   April 2025 – Present
UI/UX Designer | *Technologies: Figma*

- Designed 30+ mobile app screens and 5+ web pages with a user-friendly interface.
- Created interactive prototypes with organized design elements.

Youth Path Organization– https://github.com/MarioSijabat/Youth-Path-Organization   March 2025 – April 2025
Web Developer | *Technologies: Laravel, Filament PHP, Tailwind CSS*

- Designed a modern, responsive UI using Tailwind CSS and Blade templating for dynamic, reusable views.
- Built admin panels with Filament PHP to simplify content management.
- Implemented MySQL for secure and efficient data management.

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 to develop a web-based information system, improving internal reporting efficiency by 90%.
- Managed project progress as Scrum Master, ensuring timely delivery within 7 weeks to meet client requirements.
- Designed the UI with Figma and implemented the web interface using Laravel, PHP, and Bootstrap and AdminLTE for a responsive, modern UI, improving user engagement by 30%.

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.

Certifications

- 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)