



# ANGELINA QUINCY TJIPTO

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Tasikmalaya, West Java

A hard-working, motivated individual who can work in busy environment. A good timekeeper and always willing to learn new things. Friendly, polite, and helpful. Seeking a challenging position where I can apply my expertise with genuine passion for Computer Science. I am committed to continuous growth and will always try to make meaningful impact while developing my technical skills and knowledge.

## Work Experience

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### Application Developer – Remote

Feb 2024 – Feb 2025

PT. Freeport Indonesia.

- Participated in stakeholder meetings to gather and assess user requirements for internal applications.
- Designed and enhanced web applications using HTML, CSS, JavaScript, C#, .NET, and SQL Server, including writing stored procedures.
- Conducted integration testing to ensure functionality and performance before deployment.
- Led deployment efforts to deliver reliable solutions to end-users.
- Monitored applications post-deployment prior to transition to support teams.

### Freshmen Leader – On-site

Jul 2022 – Sep 2023

Bina Nusantara University.

- Acted as Freshmen Companion during Academic and General Orientation in the New Student Enrichment Program (NSEP).
- Led and supported new students in developing essential skills aligned with BINUS Graduate Attributes.
- Facilitated the smooth execution of First Year Program (FYP) activities.
- Provided leadership and guidance to Freshmen throughout orientation and FYP sessions.
- Assisted Freshmen in adapting to the university environment and engaging in enrichment activities.

### Freshmen Partner – On-site

Jul 2022 – Sep 2023

Bina Nusantara University.

- Served as Freshmen Companion throughout their first year of study (Semester 1 & 2).
- Supported Freshmen in navigating the transition to university life, both academically and socially.
- Encouraged personal and professional development to help students reach their full potential.
- Provided ongoing mentorship and assistance to ensure successful adaptation during the first-year experience.

## Project Experience

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### Healy App – BINUS University Project

Mobile Application Developer,

- Tech Stack: Java, Android Studio
- Purpose: A digital platform that connects patients with counselors for mental health support and consultation sessions.
- Functionality: Supports in-app chat-based consultations, provides forum tools and diary, and enables counselors to manage their availability and client sessions.
- Goal: Facilitate easy, confidential access to mental health support.
- Benefits: Promotes mental well-being through accessible counseling, enhances privacy and comfort for users, and encourages continuous patient-counselor engagement.

### Looker App – BINUS University Project

Mobile Application Developer,

- Tech Stack: Java, Android Studio
- Purpose: A comprehensive platform that connects job seekers with companies, streamlining the hiring and application process for both sides.
- Functionality: Browse job openings by industry, role, or location, create professional profiles and upload resumes, apply directly through the app, receive updates on application status and interview schedules, and get personalized job recommendations.
- Goal: To create a seamless, efficient bridge between job seekers and employers.
- Benefits: Easier access to job opportunities, real-time updates, and career-building tools.

### Enviromate App and Prototype – BINUS University Project

Mobile Application Developer and Internet of Things Developer,

- Mobile App: Used Java and Android Studio.

- IoT Prototype: Employed C++ and Arduino IDE.
- Purpose: A smart waste tracking app integrated with an IoT prototype to monitor trash bin capacity, track locations, and assist in sorting organic and non-organic waste.
- Functionality: Displays real-time trash bin capacity via IoT sensors, tracks the exact location of each bin on a map, notifies when bins are full or require maintenance, uses IoT-based sorting mechanism to separate organic and non-organic waste at the source, and generates data reports for waste trends and collection planning.
- Goal: To optimize waste collection, reduce overflow, and support eco-friendly waste segregation.
- Benefits: Improves efficiency in waste collection and route planning, reduces environmental impact through better waste sorting, minimizes manual monitoring efforts and supports smart city and sustainability initiatives

#### **Health Check Form – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: An online form-based application for collecting visitor health data before entering the job site.
- Functionality: Collects medical history, records current health conditions, and identifies potential risk factors.
- Goal: Ensures visitors are medically fit for site access.
- Benefits: Enhances on-site safety, improves operational efficiency, and supports proactive health risk management.

#### **Visitor Management System – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: A web-based application for managing visitor needs and logistics.
- Functionality: Handles meal planning, manages multiple accommodation, organizes transport and flights, assists with visa arrangements, coordinates visit scheduling
- Goal: Streamline visitor logistics and planning.
- Benefits: Enhances overall visit experience, improves operational efficiency, strengthens security and oversight, ensures smooth and well-coordinated visits

#### **Sponsorship Digital Form – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: An online system to manage sponsorship and donation requests.
- Functionality: Reviews and tracks sponsorship/donation submissions, ensure compliance with company policies, and facilitate approval workflows.
- Goal: Align requests with corporate guidelines and values
- Benefits: Streamlines the approval process, enhances transparency and accountability, supports corporate social responsibility (CSR) efforts, and provides clear audit trails and documentation

#### **SRM Security Form – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: A digital form for PT. Freeport's security team to log daily operations.
- Functionality: Records patrol activities, logs incidents and security events, tracks routine and special activities, and accessible via mobile or PC.
- Goal: Improve documentation and oversight of security operations.
- Benefits: Enhances record-keeping accuracy, supports real-time monitoring, improves coordination among security personnel, and facilitates incident tracking and reporting.

#### **SRM Surat Jalan Form – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: An online form for managing travel permits for non-employees entering Tembagapura.
- Functionality: Issues travel permits, tracks entry and exit times, and monitors visitor movements within the area.
- Goal: Ensure proper authorization and control of non-employee access.
- Benefits: Enhances security and access control, verifies timely exits, and improves oversight and compliance with site policies.

#### **YPJ School Attendance Form – PT. Freeport Indonesia Project**

Application Developer,

- Purpose: A digital system for managing student-related processes at Yayasan Pendidikan Jayawijaya (YPJ).
- Functionality: Handles student enrollment, manages re-registration, and tracks attendance records.
- Goal: Simplify and centralize student data management.
- Benefits: Streamlines data entry, reduces administrative errors, improves accuracy and accessibility of records, and enhances overall efficiency in school operations.

## **Organization Experience**

- Served as a Design and Digital Artwork Activist in HIMTI BINUS
- Created visual content including Instagram feeds, stories, and posters for special occasions and events
- Contributed to the organization's digital presence through creative and engaging designs
- Demonstrated strong attention to detail and dedication in producing high-quality digital art
- Supported the promotion of organizational activities through effective visual communication

## Education Level

**University Bina Nusantara** - Bandung, West Java

Aug 2021 – Aug 2025

Bachelor Degree of Computer Science,

- GPA: 3.79

## Courses, Training and Certifications

### Company Visit - Discover The World of Google Cloud

Oct 2021

HIMTI BINUS University Program

- As participant in Company Visit HIMTI X Google Cloud 2021 "Discover The World of Google Cloud"

### C Course – Sololearn

Jan 2022

Programing Language Course

- Successfully completed the course by demonstrating theoretical and practical understanding of C.

### Python for Beginners – Sololearn

Sep 2022

Programing Language Course

- Successfully completed the course by demonstrating theoretical and practical understanding of Python for Beginners.

### Freshmen Leader First Year Program Binusian 2026 – BINUS University

Nov 2022

BINUS University Program

- Certification of Appreciation as Freshmen Leader.

### Freshmen Partner First Year Program Binusian 2026 – BINUS University

Sep 2023

BINUS University Program

- Certification of Appreciation as Freshmen Partner.

### ICPC – International Collegiate Programming Contest

Nov 2023

Programing & Logic Competition

- Solving Problem with programming language.
- Credential ID: JBQAGGGTV8I2

### Software Engineer – HackerRank

May 2025

Programing Language Course

- Successfully completed the HackerRank role certification test.

## Skills

**Programming Languages:** Javascript, HTML, C, C#, CSS, C++, Python, Java, .NET

**Databases:** SQL Server, MySQL, Firebase

**IDEs & Tools:** Visual Studio, Jupyter Notebook, Android Studio, Figma, Arduino IDE, Tinkercad

**Platforms:** Microsoft Azure, GitHub, Apex Oracle

**Soft skills:** Problem Solving, Time Management, Teamwork, and Communication.

**Languages:** English (Intermediate), Bahasa Indonesia (Native).