AGUS RADITYA WIBOWO

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I am Raditya, an Information Technology and Information System dual degree student at HELP University Malaysia and ITB Stikom Bali with experience in IT project development and Project Management. Actively involved in volunteering and developing project-based product, which helped sharpen my programming skill in along with leadership skill. Passionate about Technology and eager to contribute in a dynamic, growth-driven environment.

EDUCATION

HELP UNIVERSITY MALAYSIA & ITB STIKOM BALI   **Sep 2022 – Current**
Information Technology & Information System (Dual Degree)
- CGPA 3.88 out of 4.00
- Highest CGPA in the batch
- Relevant coursework: Web Technologies, Android development, Data analytics, Object-Oriented Programming.

PROFESSIONAL EXPERIENCE

OFFICE ADMINISTRATOR   **Mar 2019 – Current**
Nadhira
- Managed daily office operations using Microsoft Office Suite (Word, Excel, Outlook) and Google Workspace, streamlining administrative workflows, and reducing document processing time by 20%
- Coordinated schedules and communications for a team of 5 staff and external partners via email, calendar tools, and messaging apps, ensuring timely meetings, follow-ups, and minimal scheduling conflicts.
- Implemented filing and tracking systems (physical and digital) for invoices, contracts, and correspondence, improving retrieval speed and supporting accurate record-keeping for audits or reporting.

PROJECT MANAGER & FRONT-END DEVELOPER   **Jan 2025 – May 2025**
Yayasan Penyu Indonesia
- Led the front-end development of a web interface for a sea turtle conservation platform using HTML, CSS, and JavaScript, collaborating with designers and back-end developers to deliver a responsive user experience that boosted engagement by 80%.
- Coordinated project activities using Agile practices and regular stand-up calls on Zoom, aligning a cross-functional team of designers, developers, and stakeholders to meet milestones on schedule.
- Developed and tested user-facing components such as interactive maps, donation forms, or educational modules, gathered feedback through surveys or analytics, and refined the interface to improve usability by 45%.

PROJECTS

EVENTIFY – Android Application   **Feb 2025 – May 2025**
Kotlin & Firebase
- Developed an Android application using Kotlin and Firebase to enable auditorium administrators to register event organizers and track analytics, to allow event organizers to set up events and monitor performance, and to let attendees search for events, book tickets, apply promotion codes, join waitlists, and make payments, resulting in streamlined event registration and improved user engagement.

ANTI HEADSTARTING CAMPAIGN – Website   **Feb 2025 – May 2025**
HTML, CSS, JavaScript
- Built a responsive website using HTML, CSS, and JavaScript for Yayasan Penyu Indonesia to support the anti-head starting campaign by presenting informative content on safe driving practices, to increase awareness and public engagement, resulting in higher traffic to campaign pages and measurable increases in social shares or sign-ups.

ZYRA – Android Application   **Nov 2024 – Jan 2025**
Java, Firebase, ROOM
- Developed an Android application using Java, Firebase backend, and Room local database to allow administrators to manage subjects and events and to enable students to track assignments and exams with

automated reminders, register subjects, download schedules, and receive customizable alerts, leading to better student organization and reduced missed deadlines.

HOSPITAL ADMINISTRATION SYSTEM – GUI Application   Nov 2024 – Jan 2025
Java
- Developed an object-oriented hospital administration system in Java with a Swing-based interface for user interactions to manage patient registration, appointment scheduling, medical records, billing, and inventory tracking, using Java classes and collections with file-based or database persistence to streamline administrative workflows and reduce manual errors.

WEB PENETARATION TESTING – Penetration testing   May 2024
Burp Suite
- Conducted web application security testing using Burp Suite on training platforms built for cybersecurity purposes, identifying vulnerabilities such as SQL Injection, cross-site scripting, and path traversal, and documented the findings in a bug bounty-style report to inform remediation and improve security posture.

ROAM – Web Application   Oct 2023 – Dec 2023
Angular, Bootstrap, MongoDB
- Developed an Android application using Java, Firebase backend, and Room local database to allow administrators to manage subjects and events and to enable students to track assignments and exams with automated reminders, register subjects, download schedules, and receive customizable alerts, leading to better student organization and reduced missed deadlines.

BALI FESTIVAL – Education Game   Jul 2023 – Sep 2023
Unity, C#
- Created a desktop educational game using Unity and C# to promote Balinese culture through interactive mini games focused on cultural storytelling and traditional festival themes, leading to high user engagement and positive feedback from participants.

ORGANIZATION EXPERIENCE
HEAD OF CHAIRMAN   Feb 2024 – Apr 2024
SMA TAMAN RAMA JIMBARAN
- Led a student committee of 10–15 members to plan and execute an in-person educational event on cryptocurrency for teenagers, managing all phases from concept to wrap-up, ensuring a structured agenda and active participation.
- Coordinated logistics by arranging a suitable venue, securing Audio Video equipment and printed materials, scheduling guest speakers in person, and promoting the event through posters, school announcements, and word of mouth, achieving attendance of over 85 students.
- Developed hands-on workshop materials such as printed guides, interactive case studies, and quiz sheets, managed on-site registration and feedback collection, and analyzed survey results to show increased understanding of cryptocurrency concepts with over 80% positive responses.

HEAD OF CHAIRMAN   Oct 2023 – Jan 2024
TOGETHER – Event Organizer
- Led a committee of 25 members using Trello and Google Sheets with Agile event-planning principles to design and execute a family gathering attended by over 80 people, ensuring seamless coordination, and achieving more than 90% positive feedback.
- Managed logistics and vendor negotiations for catering, venue, and entertainment, and implemented a multi-channel communications strategy (email, social media, group chat), keeping costs within budget and maximizing attendance.
- Evaluated on-site operations by overseeing registration flow, activity scheduling, and issue resolution, and analyzed post-event survey and attendance data to propose actionable improvements for future gatherings.

HEAD OF SCIENCE OLYMPIAD CLUB   Oct 2020 – Oct 2021
SMA (SLUA) SARASWATI 1 DENPASAR

- Led remote training for Physics, Chemistry, and Biology Olympiads by organizing weekly virtual workshops, practice quizzes, and peer mentoring sessions via Zoom and Google Classroom, ensuring consistent engagement despite online constraints.
- Coordinated digital resources and logistics by securing access to online lab simulations, arranging guest lectures from subject experts over video calls, and managing shared study materials and a modest budget, which sustained club activity and attracted new members.
- Evaluated member progress through virtual mock tests and competition results, provided individualized feedback through one-on-one calls or messages, and prepared summary reports for school leadership to highlight achievements and recommend improvements for future online or hybrid training.

HONOURS AND AWARDS

- Level 01 Website Penetration Tester by JADI HACKER **Jun 2024**
- Ranked 2nd Best Graduate at SMA (SLUA) SARASWATI 1 DENPASAR **Apr 2022**
- 1st Winner of Physic National Science Olympiad at SMA (SLUA) SARASWATI 1 DENPASAR **Aug 2021**
- 2nd Best Student of the year in 2021 at SMA (SLUA) SARASWATI 1 DENPASAR **Apr 2021**
- 2nd Best Student of the year in 2020 at SMA (SLUA) SARASWATI 1 DENPASAR **Apr 2020**

SKILLS

- Technical skills
  Web Development : HTML5 ・ CSS ・ JavaScript ・ Angular ・ React ・ Next.js ・ Bootstrap ・ Burp Suite
  Android Development : Android Studio ・ XCode ・ Kotlin ・ Swift (basic) ・ Flutter (basic)
  Game Development : Unity
  Back-end development : MongoDB ・ MySQL ・ Firebase
  Programming Language : Python ・ Java ・ C# (basic)
  Additional skills : Microsoft Office ・ Leadership ・ Data Analytic ・ Figma ・ Gantt Project

- Language : English (professional), Japanese (conversational), Bahasa Indonesia (native).