

# Rasendriya Abel Abhista Kristiawan

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Undergraduate Informatics Student

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GitHub Profile

LinkedIn Profile

## EDUCATION

- **Graduate of the Science and Technology program**

*SMA Negeri 1 Surakarta, Jl. Walter Monginsidi No.40, Kota Surakarta, Jawa Tengah*

2019 - 2022

Final Score: 89/100

- **Undergradute Students of Informatics Major**

*Telkom University, Jl. Telekomunikasi No. 1, Kabupaten Bandung, Jawa Barat*

2022 - Present

GPA: 3.55/4

## ACHIEVEMENT

- **Top 5 Finalist Inovation System Intelecta Cup Telkom Univeristy November 2025**

*Link to Repository: Fix You*

Link to Presentation: [Presentation](#)

- **Role and Product:** Full Stack Developer yang mengembangkan platform web kesehatan mental "FixYou" dan konseling online dengan integrasi AI/ML untuk analisis mood dan chatbot konseling.

- **Backend Development:** Mengembangkan RESTful API menggunakan Laravel 12 (PHP 8.2) dengan autentikasi multi-role, database MySQL, integrasi Google Gemini API, Laravel Sanctum, dan WebSocket untuk real-time communication.

- **Frontend Development:** Membangun SPA menggunakan React 19 dan Inertia.js dengan Tailwind CSS, Chart.js untuk visualisasi data, serta Framer Motion dan GSAP untuk animasi interaktif.

- **AI/ML Integration:** Mengembangkan Python Flask API untuk analisis mood berbasis rule-based (akurasi 83.3%) dan mengintegrasikan Google Gemini API untuk chatbot konseling dengan riwayat chat.

- **Top 15 Team Hacksphere Presiden University's Hackathon supported by KAI Indonesia October 2025**

*Link to Repository: KAI Redesign Apps*

- **Role and Product:** Full Stack Developer yang mengembangkan platform web pemesanan tiket kereta api KAI (Kereta Api Indonesia) dengan integrasi AI chatbot berbasis voice command untuk aksesibilitas dan pengalaman pengguna yang lebih baik.

- **Backend Development:** Mengembangkan RESTful API menggunakan Laravel 12 (PHP 8.2) dengan autentikasi multi-role, database MySQL, integrasi Ollama AI (Llama 3.2:3b) untuk chatbot, Laravel Sanctum, dan sistem pemesanan multi-jenis tiket (Antar Kota, Commuter, LRT, Bandara).

- **Frontend Development:** Membangun SPA menggunakan React 18 dan Inertia.js dengan Tailwind CSS 4, voice recognition API untuk perintah suara, dan animasi interaktif untuk meningkatkan user experience.

- **AI/ML Integration:** Mengembangkan chatbot cerdas dengan persistent mode untuk proses multi-step pemesanan tiket, voice command recognition, auto-speak functionality, dan integrasi Ollama untuk natural language processing dengan konteks booking system.

## PROJECTS

- **Hackfest Participant with Digital Mind Studio: Developing 'HarvestHub'**

Dec 2023 - Jan 2024

*Link to Project: Harvest Hub Prototype*

- \* Product Objective: The aim of HarvestHub is to improve the effectiveness of food distribution, agriculture, and farming.

- \* Technology Used: Figma to do UI UX design, Reactjs for the Front-End, Java for the Back-end, and Firebase to integrate the database.

- **Mobile App Prototype for Telkom University's Student Activity Transcript (TAK)**

Feb 2024 - Jun 2024

*Link to Project: TAK Mobile Prototype*

- \* Origin of System: TAK was originally accessible only via a website.

- \* Objective: The goal of the prototype is to enhance accessibility.

- \* Target Audience: Aimed at improving the user experience specifically for students.

- \* Technology Used: Figma, CorelDraw X7.

- **Mobile Music Player "Musikan" Prototype**

Jul 2024 - Oct 2024

*Link to Project: Musikan Prototype*

- \* As a UI/UX Researcher intern based on ASE's Laboratory mentoring, my team were assigned to make a prototype of our product "Musikan" Music Player apps. The main responsibility is to gather and analyze data to understand user needs and behaviors.

- \* User Persona: Developing User Personas to reflect the characteristics and motivations of target users, ensuring that design decisions are guided by real insights.

- \* UserFlow Creation: Designing User Flows that outline the navigation pathways users take while interacting with the product, which helps streamline the overall user experience.
- \* Prototyping and Wireframing: Assisting in creating prototypes and wireframes using Figma and Figjam, providing visual representations of design concepts and enabling stakeholder feedback.
- \* Usability Testing: Planning and conducting usability tests to assess the UI and UX, utilizing the System Usability Scale (SUS) for evaluations and employing Google Forms for structured questionnaires to collect user feedback.

**- SyariPay E-Commerce Prototype**

*Mar 2025 - Jun 2025*

*Link to Project: SyariPay Prototype*

- \* Designed an intuitive user interface aligned with Islamic principles to facilitate online business dispute resolution.
- \* Developed user flows and wireframes for mediation features, sharia-compliant payment systems, and business owner dashboards.
- \* Collaborated with developers and sharia consultants to ensure the design adhered to values of justice, transparency,

**- NomoKit Educational Platform Prototype**

*Feb 2025 - Mar 2025*

*Link to Project: Nomokit Prototype*

- \* Designing a website in the field of education that contains a showcase of junior high school students' projects with a technology theme, such as games, AI, Machine Learning, and Coding
- \* Technology used: Figma and CorelDraw X7

## EXPERIENCE

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**- Production and Inventory Control Planning Internship**

*Jul 2025 - Agu 2025*

*PT Berlindo Mitra Utama*

- \* I developed a web-based Planning Control System that automates daily manufacturing production scheduling based on input parameters such as production time per unit, stock levels, customer demand, normal working hours, and overtime. Key features developed include:
  - Automatic cycle time calculation (1 hour, 7 hours, and 3.5 hours)
  - Daily production simulation based on shift and time capacity
  - Logical validation between inputs to generate realistic schedules
 Output: a production schedule table displaying the day, shift, shift type, production quantity, and process. This system is designed to avoid manual planning, minimize errors, and assist production PICs in making quick decisions based on available time and production capacity.

**- Co Leader of "RollerCoaster 2024" Event**

*Oct 2023 - Mar 2024*

*Cah Solo Telkom Community*

- \* Rollercoaster is an annual roadshow event organized by the Cah Solo Telkom community, aimed at high school students in the city of Solo. Its purpose is to provide information about the new student admissions at Telkom University.
- \* Successfully increasing the number of schools visited to a total of 33 schools.
- \* Achieving a top 5 ranking as the community with the highest number of high school students filling out the registration questionnaire for Telkom University.

**- Project Based Intern: UI UX Designer**

*Mar 2024 - Apr 2024*

Online

*PT Nuri Gaya Citra x Rakamin Academy*

- \* Internship Experience: Learned how to become a UI/UX Designer at an e-commerce company under the Alibaba Group.
- \* Key Concepts Explored: User flow, Wireframing, Prototyping
- \* Tools Learned: Figma and Google Analytics.

**- Project Based Intern: Mobile Developer**

*Dec 2024 - Jan 2025*

Online

*PT Bank Mandiri (Persero) Tbk. x Rakamin Academy*

- \* Experience Gained: Will gain hands-on experience and an in-depth understanding of the role of a Mobile Apps Developer at Bank Mandiri.
- \* Skills Learned: Unit Testing, Development using Kotlin, GitLab utilization, Android and iOS app development, API integration.

**- Coding Camp 2025 Full Stack Developer Path**

*Feb 2025 - Jun 2025*

Online

*Dicoding and DBS Foundation*

- \* Participated in an intensive and immersive bootcamp program focused on full stack web development. Gained hands-on experience in building end-to-end applications using modern technologies such as HTML, CSS, JavaScript, React, Node.js, and RESTful APIs. Developed solutions in collaborative team settings using Agile methodologies to address real-world challenges with social impact.

## ORGANIZATION

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**- Internship Staff of Bussiness and Entrepreneurship HIMA IF Telkom University**

*Oct 2023 - Jan 2024*

- \* Willing to participate in and observe every program implemented by Badan Pengurus Harian Himpunan Mahasiswa Informatika, particularly in this division.

- \* Receiving initial training in researching suitable materials (Bamboo Cotton, Heavy Cotton, Fleece, American Drill, etc.) for several types of clothing, including t-shirts, hoodies, and hats.
- \* Creating a hoodie design that represents the Informatics study program.
- \* Assisting in processing and evaluating data from the purchases of merchandise and jackets for the association.
- \* preparing an accountability report (LPJ - Laporan Pertanggung Jawaban) to be submitted at the end of the internship period.

– **Vice Chairman** HIMA IF Telkom University

*Jun 2024 - Jan 2025*

- \* Responsible for creating the Grand Design during the one-year management period.
- \* Develop and organize the structural cabinet of "Kabinet Baskara".
- \* Formulate the vision and mission as guidelines for implementing work programs.
- \* Create three flagship programs: FORTRAN (Informatics Transformation), INTERFEST (Informatics Sport, Expo, Research, and Festival), and Open Competition.
- \* Coordinate with the heads of associations in managing the main tasks and functions of each department.

– **Head of Public Relations** Cah Solo Telkom Community

*Jun 2024 - Feb 2025*

- \* Coordinate the work tasks of each division member.
- \* Conduct benchmarking studies with other communities/organizations/student activity units (UKM) within Telkom University or externally.
- \* Collect data on graduates from Solo.
- \* Implement partnerships with external media partners.

– **Vice Chairman** Cah Solo Telkom Community

*Mar 2023 - Jun 2024*

- \* Cah Solo Telkom is a local community of students from Telkom University who are originally from city of Solo, Central Java. Its purpose is to strengthen the bonds of brotherhood among those this city and to enhance soft skills through annual work programs.
- \* As a vice chairman, I am responsible for the formation of the working cabinet "Kabinet Estungkara" and the continuity of the work programs of the Cah Solo Telkom community, which takes place over one management period.

– **UI UX Design Internship** Advanced Software Engineering Laboratory

*Jul 2024 - Oct 2024*

- \* As a UI/UX Researcher intern based on ASE's Laboratory mentoring, my team were assigned to make a prototype of our product "Musikan" Music Player apps. The main responsibility is to gather and analyze data to understand user needs and behaviors.
- \* User Research: Developing User Personas to reflect the characteristics and motivations of target users, ensuring that design decisions are guided by real insights.
- \* UserFlow Creation: Designing User Flows that outline the navigation pathways users take while interacting with the product, which helps streamline the overall user experience.
- \* Prototyping and Wireframing: Assisting in creating prototypes and wireframes using Figma and Figjam, providing visual representations of design concepts and enabling stakeholder feedback.
- \* Usability Testing: Planning and conducting usability tests to assess the UI and UX, utilizing the System Usability Scale (SUS) for evaluations and employing Google Forms for structured questionnaires to collect user feedback.

– **UI UX Designer** Advanced Software Engineering Laboratory

*Oct 2024 - Jan 2025*

- \* Attending a series of study groups in the field of UI/UX Design.
- \* Working independently on projects coordinated by the Laboratory Coordinator in UI/UX along with the Assistant Lab staff, using Git Open Source, where each member is free to share their ideas for UI development and UX research.

– **Web Developer Department Member** Central Computer Improvement Telkom University

*Mar 2025 - Now*

- \* Attending a series of study groups in the field of Web Development.
- \* Working independently on projects coordinated by the Laboratory Coordinator in Web Development along with the Assistant Lab staff, using HTML, CSS, Java Script, Next.js, where each member is free to share their ideas for UI development and UX research.

## TECHNICAL SKILLS AND INTERESTS

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**Languages:** Go, Java, Javascript, HTML, CSS, PHP

**Dev Tools:** CorelDraw X7, Figma, VScode, Git, Github

**Frameworks:** ReactJs, Laravel

**Cloud/Databases:** Netlify, PHPMyAdmin

**Areas of Interest:** Web Design and Development, Mobile Development.

**Soft Skills:** Problem Solving, Self-learning, Adaptability, Leadership, Communication, Public Speaking