RENDY NAYOGI PRAMUDYA

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PROFILE

A 6th-semester Information Systems student at the Faculty of Computer Science, University of Jember, deeply interested in Front-End Web Development and UI/UX Design. Experienced in graphic design using tools such as Figma, Canva, Photoshop, and Illustrator skilled in front-end technologies including HTML, CSS (Tailwind), JavaScript (React). Committed to creating visually appealing, user-friendly digital solutions while continuously improving technical and creative abilities through collaborative and challenging projects.

EDUCATION

Undergraduate Student of Information System, University of Jember   **2023 - Present**
- **6th Semester**
- **GPA :** 3.84/4.00
- **Relevant Courses :** Fundamental of Information Systems, DatabaseSystems, Introduction to Software Engineering, Web-Based Programming, Software Development for Modern Agroindustry, UI/UX Design, and Software Design.

PROJECT EXPERIENCE

SEMERU CATERING: Home-Based Catering Website Development
(Freelance Project)
as Front-End Web Developer   *Dec 2025 - Jan 2026*
- Developed a business profile website for a home-based catering business (Semeru Catering) from UI design and prototyping to full front-end implementation.
- Built responsive web pages using HTML5, Tailwind CSS (including Light & Dark Mode), and JavaScript.
- Implemented interactive features such as product catalog, search functionality, and responsive layouts across devices.
- Translated real business needs into a functional and visually engaging website while improving front-end development and problem-solving skills.

SIMBA: Inventory and Asset Management Information System of RSD Balung Jember
(Capstone Project)   **Internship, 5th Semester**
as UI/UX Designer   *Sep 2025 – Dec 2025*
- Conduct user research and requirement exploration in collaboration with System Analysts to understand workflows, needs, and key pain points.
- Research findings into personas, user journeys, and problem statements as a foundation for system and feature design.
- Design intuitive UI/UX for non-technical users through wireframes, user flows, prototypes, and a consistent design system.
- Work closely with System Analysts and Quality Assurance to validate requirements, support usability testing, and ensure design quality and system usability.

SI-NARA: Web-Based Information System for Marketing and Transactions of Grape Seedlings
(Software Development for Modern Agroindustry)   **Final Project, 4th Semester**
as Fullstack Developer   *Feb 2025 – Jun 2025*
- Develop and maintain web systems to ensure optimal performance, reliability, and deployment readiness.

- Build user-friendly and responsive web interfaces using PHP (Laravel) and Tailwind CSS.
- Write clean, maintainable code and integrate backend–frontend logic via controllers with MySQL database support.
- Collaborate with QA/tester teams to resolve bugs, optimize performance, and support final testing and presentation.

TRAINING AND CERTIFICATIONS

Coding Camp - Software Engineering by RevoU   **Jan 2026**
- Introduction of Web Engineering.
- Learning HTML, Tailwind (CSS), JavaScript.
- Project Demo (Portfolio Website) and Alumni Sharing Session.
- Mini Coding Test.

ORGANIZATIONAL, COMMITTEE, AND VOLUNTEER EXPERIENCE

Information Systems Student Association (HIMASIF)   **Dec 2025 – Present**
Head of Research and Development Division
- Lead a 7-member Research and Development Division team at HIMASIF, Faculty of Computer Science, University of Jember.
- Plan and execute research-based and innovative organizational work programs.
- Conduct organizational research, issue analysis, and program evaluation.
- Coordinate seminars and prepare accountability reports for organizational review.

Information System Gathering 2025   **May 2025 – Aug 2025**
Publication, Decoration, and Documentation Division Coordinator
- Managed a 5-member team by delegating tasks and conducting weekly briefings to achieve project goals.
- Responsible for setting the design timeline and leading creative direction for all event promotions.
- Planned and led the production of 35+ engaging digital assets (posters, banners, social media content, promo videos), earning positive feedback from the committee.

ACHIEVEMENTS

- 1st Place Winner Software Development at ISIC UNEJ 2025.
- 2nd Place Winner of the Business Plan Competition at IT Convert UNEJ 2024.
- Semifinalis National Business Plan Competition TEC Festival ITB 2024.

SKILLS

Languages: Indonesian (Native), English (Intermediate).
Interpersonal Skills: Teamwork, Communication, Open to Feedback, Problem Solving, Leadership, Cooperation, Public Speaking, Time Management.
Technical Skills: Microsoft Office, Google Docs & Spreadsheet, Figma, Canva, CapCut, Enterprise Architect, Adobe Photoshop, Adobe Illustrator, Wireframing & Prototyping, HTML, CSS, JavaScript Enterprise Architect, and Laravel.