Evander Nikolai

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I am a passionate full-stack developer specializing in full-stack development, quality assurance, Python-based machine learning, and MySQL database management. With a background in IT management, I have sharpened my skills in coding, algorithms, and problem-solving through diverse individual and collaborative projects. My primary goal is to design and develop innovative applications and websites, enhance operational efficiency, and contribute to high-impact projects that deliver exceptional results. Dedicated to continuous learning, I focus on improving service quality and creating user-centered, efficient solutions that showcase my expertise in full-stack development.

Education

Universitas Multimedia Nusantara, Tangerang

Aug 2022 - Present

Bachelor of Computer Science, Informatics

- Current GPA: 3.33/4.0
- Coursework: Web Programming, Mobile Application Programming, Human-Computer Interaction, Computer Graphic and Animation, Database Systems, Computer Network, Artificial Intelligence, Expert System, Machine Learning

SMA PAHOA, Serpong

Jul 2019 - Jul 2022

HighSchool, Science

• Relevant Coursework: HTML and CSS Introduction

Work Experience

Lab Assistant, Tangerang

Aug 2024 –Dec 2024

 Instructed the HO 159 Introduction to Internet Technology course, delivering key concepts and practical knowledge to a class of 40 students, with a focus on hands-on operating Microsoft Word, Microsoft Excel, Microsoft Powerpoint, Adobe Photoshop, Wix Website Builder, WordPress, and Blogger

Organization

Ernest Wong Bootcamp, Bandung

June 2023

Mentor

- Served as a mentor at the Ernest Wong Bootcamp, guiding students to build their character and adopt effective learning methods based on Ernest Wong's teachings.
- Facilitated teamwork and collaboration among students, helping them socialize and work cohesively in diverse group settingsManaged event schedules and logistics to ensure timely execution of all planned activities.
- Managed students from various cultural and educational backgrounds across Indonesia, ensuring an inclusive and supportive environment for personal and academic growth.

G2X 2024 - Game Development Club, Tangerang

Jun 2023 - Oct 2024

Event Division

- Assisted in promoting GDCS games to increase visibility and engagement.
- Coordinated with the team to organize event activities, ensuring a seamless experience for participants.
- Managed event schedules and logistics to ensure timely execution of all planned activities.
- Collaborated with other divisions to enhance overall event quality and reach.

Anti Drug Embassy UMN , Tangerang

Jun 2023 - Oct 2024

Fresh Money

- Holds the position of "Fresh Money," with a primary focus on generating revenue to support the organization's initiatives.
- Promotes sales and merchandise to increase funding and engagement.
- Assists in securing sponsorships by identifying and reaching out to potential sponsors, contributing to the financial sustainability of the organization.

Mentoring UMN, Tangerang

Jul 2024 - Aug 2024

Mentor

- As a mentor in the Character Building Mentoring program at UMN, I guide and support mentees to help them understand and embody the 5C's of UMN.
- Provided support and mentorship to help students transition smoothly into university life.
- Facilitated discussions and activities to foster a positive and inclusive learning environment.

Projects

Pahlawan Gallery, Tangerang

April 2023

- Stack: React Js
- Developed a dynamic website using React to showcase a gallery of Indonesian heroes, celebrating their contributions to the nation's history. The project included the creation of a custom API to manage hero data, enabling seamless integration and efficient data retrieval.

The website features an interactive and visually appealing interface, offering users a rich browsing experience. The design emphasizes responsiveness and accessibility, ensuring a smooth user experience across various devices.

Sekolah Pelita Kasih, Tangerang

June 2023

- Stack: Laravel, SQL
- Developed a promotional website for Sekolah Pelita Kasih to enhance its online presence and attract prospective students. The website features sections showcasing the school's achievements, including trophies and awards, and highlights its extracurricular activities to engage visitors. The project focused on creating a user-friendly interface and implementing responsive design, ensuring seamless access across devices. Additionally, the website includes an interactive contact form and detailed information about the school's curriculum, fostering effective communication with potential students and parents.

Warung Kopi Database, Tangerang

November 2024

- Stack : SQL
- At Warkop Kopi, a normalized relational database was developed and implemented to enhance operational efficiency. The project involved designing and optimizing database schemas, creating stored procedures for managing employee records, updating menu information, and generating statistical sales analyses. Python and Jupyter Notebook were leveraged to produce visualizations and actionable insights, empowering data-driven decision-making. The database was carefully structured to prioritize scalability and query performance, ensuring seamless operations and adaptability to future growth.

Lahap, Tangerang

November 2024

- Stack: Android Studio, Kotlin
- Lahap is a mobile application developed using Android Studio, designed for the restaurant industry. The app allows users to view menus, explore ongoing promotions, and check their past purchases. As an admin, you have the ability to edit menu prices and add new items to the menu, providing dynamic control over the restaurant's offerings.

RKB Cafe, Tangerang

November 2024

- Stack: React Js
- Developed a modern restaurant website for RKB Cafe using React.js. The platform allows users to browse the menu, view promotions, and make reservations. Designed a responsive

and user-friendly interface to enhance the customer experience. Implemented dynamic data rendering and optimized website performance for seamless functionality across devices.

AmbaRun, Tangerang

November 2024

- Stack: Unity
- AmbaRun is a Unity Engine-based endless runner game created as part of an end-of-semester group project. Set in a vibrant modern city filled with obstacles and challenges, players control the main character to avoid collisions and collect coins. My contributions included designing and implementing the Death Screen and Konekin Screen UI, creating and connecting the coin collection system with colliders, setting up gameplay mechanics, and placing obstacles for an engaging experience. I also worked on gameplay settings, added tags and colliders for interactivity, fixed bugs, and curated UI assets to ensure a polished and cohesive visual design. These efforts resulted in a smooth, visually appealing, and enjoyable game.

Certifications

HSK 4 (Chinese Proficiency Test)

June 2022

• Score: 247 (80%)

IELTS (International English Language Testing System)

June 2022

• *Band*: 7.5

Introduction to Python

February 2024

• Sololearn Python Certificate

Python Intermediate

April 2024

• Score: 247 (80%)

HCIA-AI V3.5 Course

May 2024

• Score: 247 (80%)

HCIA-openGauss V1.0 Course

May 2024

• Score: 247 (80%)

Languages

Languages:

- Mandarin (Professional Working Proficiency)
- Bahasa Indonesia (Native)
- English (Professional Working Proficiency)

Skills

Technical skills: C#, C, C++, HTML CSS, Bootstrap, Tailwind CSS, JavaScript, Vue, ReactJS, Node.js, PHP, SQL,Java, Python, Unity, Kotlin.

Soft skills:

- Teamwork Communication
- Problem-Solving
- Critical Thinking
- Responsibility
- Adaptability
- Strategic Thinking
- Collaboration
- Teaching
- Customer Service
- Excellence
- Fast Learner