TOPAN BAGUS PRASETYO

Bachelor's of Computer, Specialized in Computer Science

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CAREER PROFILE

Computer Science student and former Technical Consultant with experience in full-stack development, database management, and IT system support. Skilled in project coordination, problem-solving, and event operations, bringing a strong blend of technical expertise and leadership to IT and digital innovation projects.

EDUCATION

GANESHA UNIVERSITY OF EDUCATION   **Bali, Indonesia**
Computer Science | Grade Point Average (GPA) 3.74/4.00   **Aug 2023 – Present**

Engaged in a comprehensive curriculum covering programming, algorithms, database systems, and networking, with continued development in artificial intelligence, operating systems, and software engineering. Actively applying theoretical knowledge through projects and academic collaborations, preparing for graduation in 2027.

STATE VOCATIONAL HIGH SCHOOL 17   **Jakarta, Indonesia**
Software Engineering | Final Grade Average (FGA) 8.5/10   **Jul 2018 – Jul 2021**

Completed vocational education with a strong foundation in full-stack development, software modeling, and database management. Capstone project: built a Laravel-based electricity billing system with SQL integration, simulating real-world workflows.

WORK EXPERIENCE

PT. RAJAWALI ADIKARYA   **Jakarta, Indonesia**
Full Time | Technical Consultant   **Dec 2021 – Aug 2023**

- Maintained and optimized national examination web platform (uss-utbk.com) serving 1000+ assessment instruments.
- Built and deployed backend REST API solutions, enabling bulk data uploads, map data integration, and efficient exam delivery.
- Administered large-scale database infrastructure and delivered technical support for client-facing platforms.

FIBO SPORTS (*ACTIVATE ASIA GROUP*)   **Jakarta, Indonesia**
Internship | Graphic Designer   **Jan – Mar 2020**

- Designed 100+ digital assets (posters, videos, and graphics) to support tournaments and brand campaigns.
- Managed content strategy for Instagram (@fibo.sports), achieving measurable increases in audience engagement.
- Boosted brand visibility by producing visuals that supported 3+ league tournaments and campaigns with 10,000+ audience reach.

LEADERSHIP & ACTIVITIES

GANESHA UNIVERSITY OF EDUCATION   **Bali, Indonesia**
Volunteer | Student Employee   **Sep 2025 – Present**

- Supported cross-departmental administrative and academic operations, enabling smoother coordination between students and lecturers.
- Streamlined filing and scheduling by digitizing processes, cutting manual tasks by ~30% and improving accessibility.
- Contributed to process optimization initiatives, helping the department transition towards more efficient digital workflows.

GARUDA HACKS 6.0 — Tangerang, Indonesia
Volunteer | Liaison Officer — Jun – Jul 2025

- Supported global hackathon 6.0 with 536 participants, 150 teams, and 123 project submissions.
- Coordinated logistics for registration, career fair, and participant lounge.
- Resolved real-time operational issues, ensuring smooth experience for mentors, judges, and participants.

HIMPUNAN MAHASISWA JURUSAN TEKNIK INFORMATIKA — Bali, Indonesia
Organization | Head of Media & Public Relation Division — Apr 2024 – Apr 2025

- Strategic digital platform management (@hmj_ti.undiksha) with comprehensive rebranding initiative, achieving 15-35% monthly engagement growth across multiple social media channels.
- Directed an 10-member division with 90% on-time completion through structured workload distribution.
- Developed centralized information system, reducing cross-divisional miscommunication below 5%.

RAKSAKA#1 MUSIC FESIVAL — Bali, Indonesia
Committee | Hospitality — Dec 2024 – Mar 2025

- Managed hospitality and logistics for guest stars Hivi! and Bernadya, including transport and backstage flow.
- Coordinated closely with artist management to fulfill requirements and rider specifications.
- Facilitated last-minute schedule changes, ensuring a seamless guest experience.

TECHTOPIA GRAPHIC DESIGN COMPETITION — Bali, Indonesia
Committee | Head of Competition — Aug – Oct 2024

- Directed the first-ever Techtopia Graphic Design Competition with participants from across Bali, managing concept-to-report execution.
- Achieved the highest turnout among four other competitions through targeted promotions across schools and digital platforms.
- Secured media coverage by RRI (Radio Republik Indonesia), boosting event visibility and HMJ's public profile.

INTEGER#5 MUSIC FESIVAL — Bali, Indonesia
Volunteer | Runner — Oct – Nov 2023

- Coordinated venue operations for 3,000+ attendees and 30+ tenants.
- Assisted backstage and front-of-house teams, ensuring smooth event execution.
- Handled urgent logistical tasks to maintain safety and operational flow.

SKILLS & TOOLS

- Programming & Development : SQL, PHP, Python, Java, JavaScript, REST API Development
- Frameworks & Platforms : Laravel, ReactJS, Vite, Tailwind, Docker, Kubernetes, GitHub, Postman, cPanel / Cloud Hosting (Plato)
- Databases & Systems : Relational Databases (MySQL, PostgreSQL), NoSQL (Supabase, Firebase), Database Management
- Analytics & Reporting : SSRS, SPSS, Excel (Advanced)
- Design & Creative : Photoshop, Figma, Premiere Pro, CorelDRAW
- Collaboration & Productivity : Google Workspace, Trello, Notion
- Languages : Bahasa Indonesia (Fluent), English (Intermediate)
- Professional Skills : Team Collaboration, Leadership, Event Operations, Process Optimization