DWI OKTAVIANE

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Experienced and highly skilled Full-stack developer with over 2 years of experience in web development. Fresh graduate in information technology from Bina Sarana Informatika University with a GPA of 3.88. Proficient in developing and managing projects including Next.js, React.js, PHP Laravel, HTML, CSS, JavaScript, UI/UX Design and other languages. Also including network infrastructure, including cable maintenance, topology design, and system optimization. Passionate about building scalable and efficient digital solutions while ensuring seamless network connectivity.

WORK EXPERIENCE

Kalananti by PT Ruang Raya Indonesia

Coding Teacher   *Sep 2021 - Agu 2025*

• Conducted coding lessons using the Python programming language with Google Colab for high school students.
• Guided middle school students in creating mobile applications using MIT App Inventor.
• Introduced basic programming concepts through Scratch and Scratch Jr.

PT Pelangi Hotel Indonesia (PHI)

Content Creator and Graphic Designer   *Jul 2025 - Present*

• Created promotional content, including flyers, videos, and digital materials, for hotels, resorts, and restaurants using Canva, Adobe Premiere, Capcut, and Adobe Photoshop.
• Captured and produced video content to support marketing campaigns across all units.
• Managed social media promotions by posting and maintaining engaging visual content.
• Designed and developed websites to enhance online visibility and brand presence.
• Created visual marketing materials such as banners, posters, and multimedia assets.

PT Mandalapratama Permai

PT Mandalapratama Permai   *Jul 2025 - Oct 2025*

• Planned and developed the company website using Next.js, transforming design mockups responsive web presence.
• Built and optimized front-end components using JavaScript to ensure smooth performance and scalability.
• Designed and implemented responsive UI/UX interfaces using Figma, with a focus on accessibility and compatibility.
• Applied SEO optimization techniques and integrated Google-based analytics to improve online visibility.
• Conducted front-end testing and debugging to ensure stable and user-friendly web applications.
• Mandalapratama Permai Website Project https://www.mandalapratamapermai.co.id/

PT Kaliandra Setyatama

Freelance Website Developer   *Jul 2024 - Sept 2024*

• Created website mockups and design prototypes using Figma to visualize user interface concepts.
• Planned and developed the Kaliandra website by converting mockups into a fully functional web presence using HTML, CSS, and JavaScript.
• Implemented Google-based SEO strategies and managed domain configuration via cPanel to enhance online visibility.
• Designed, implemented, and maintained web pages, plugins, and functionalities to support continuous improvement and user engagement.
• Coded and optimized website components using HTML, CSS, and JavaScript to ensure responsiveness and performance.
• Developed and executed front-end testing to ensure high-quality, bug-free user experiences.
• Kaliandra Setyatama Website Project https://www.kaliandra.co.id/

EDUCATION

Universitas Bina Sarana Informatika   *Jul 2024 - Sept 2024*
Bachelor of Information Technology, Information Technology

- Cumulative GPA: 3.88/4.00
- Course related: information technology, UI/UX design, front-end engineer, website developer, web programming, web designer,programming, IT maintenance, software engineering, programming fundamentals

LEADERSHIP EXPERIENCE

UKM Jurnalistik UBSI

Reporter Soft News 1   *Jan 2022 - Des 2022*
• Covered and wrote soft news articles focusing on campus events, lifestyle, culture, and community activities.
• Conducted interviews with students, lecturers, and event organizers to gather information and insights.
• Produced engaging and well-structured articles to be published on the official campus media platform.
• Developed strong communication and storytelling skills through regular news coverage and writing practice.

Sit & Lay Studio
Game Programmer   *Aug 2025 - Present*
• Collaborated with a team to develop a game prototype that won 1st place at the GameTech GameJam 2025 organized by GameTech Exhibition.
• Designed and programmed game levels using Unity Engine and the C# programming language.
• Translated brainstorming ideas into functional gameplay mechanics and interactive environments.
• Implemented and optimized level design systems to ensure smooth performance and an engaging player experience.
• Contributed to both creative design and technical development while maintaining effective communication within the team.

AWARDS AND HONOURS

Writer Participant "Nightmare Book" Anthology Event
2nd Writer – "Nightmare Book" Anthology Project   *Feb 2022 - Feb 2022*
• Contributed as the 2nd Writer in the "Nightmare Book" short story anthology, developing an original fiction piece through collaborative brainstorming and editing sessions.
•Demonstrated creativity, narrative structure skills, and teamwork in a collective writing project.

Gametech Gamejam 2025 Gametech Exhibition
1st Game – "Fishgrafer" (Theme: Sea)   *Sep 2025 - Sep 2025*
• Developed a 2D exploration game titled "Fishgrafer" under the Sea theme. Designed, created, and implemented level design and gameplay systems, programmed core mechanics using Unity and C#.
• Collaborated with the team on concept development to deliver an engaging player experience.
• Fishgrafer game https://sitnlay.itch.io/fishgrafer

ADDITIONAL

- **Technical/Hard Skill**: Graphic Design, Web Programming, React.js and Next.js, Unity Engine, UI/UX Design, Responsive Web Design, Front-end Development, Level design and Game Development, Programming Language, Python.
- **Soft Skill:** Problem Solving, Time Management, Creative and Analytical Thinking, Team Collaboration and Teamwork, Initiative & Self-learning.
- **Languages:** Native proficiency in Indonesian; English: Intermediate proficiency (TOEFL Score: 536); Japanese: Basic proficiency
- **Certifications & Training:**
  • Front-end and Back-end Developer (Coding camp by DBS Foundation X Dicoding)
  • Unity Game Developer (One Two Code)
  • Internship Game Developer (4 Happy Studio/Hiscory)
  • Internship Level Game Designer (Extralife Entertainment)
  • Software Development (BNSP)