

I Gusti Ngurah Putu Astrawan

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An undergraduate Information Technology student with a strong passion for web and mobile development. Experienced in completing projects and earning certifications that showcase technical expertise and a commitment to continuous learning in the IT field.



EDUCATION

Udayana University

Bachelor of Computer Science | Bali (Aug 2022 – Present)

Information Technology Major

Cumulative GPA: 3.76/4.0

Relevant Coursework: Algorithm and Programming, Database Concept, Computer Network, OOP, UI/UX, Linear Algebra, Internet Programming, Software Engineering, Mobile Programming

EXPERIENCE

Member of Software Engineering Division

Technology Artisan | Jimbaran, Bali (Oct 2022 – Dec 2023)

- Attend workshops or training related to software engineering, especially in web development using Laravel and React.
- Create web-based projects either individually or in groups.

Head of Data Engineering Division

Technology Artisan | Jimbaran, Bali (Jan 2024 – Dec 2024)

- Providing workshops or training related to data engineering, especially related to MySQL, NoSQL, Data Mining, and Machine Learning.
- Coordinate with division members, so that all workshops and training run well as expected.

Algorithm and Programming Practicum Assistant

Udayana University | Jimbaran, Bali (Sep 2023 – Dec 2023)

- Providing assistance to first-semester Information Technology students regarding their algorithm and programming practicum.
- Supervise and provide regular guidance to first-semester students in solving problems during their practicum.

- Collaborate with lecturers to plan practicum modules that use the C/C++ programming language.

Head of Database Concepts Practicum Assistant

Udayana University | Jimbaran, Bali (March 2024 – Jul 2024)

- Providing assistance to second-semester Information Technology students regarding their database concepts practicum.
- Supervise and provide regular guidance to second-semester students in solving problems during their practicum.
- Collaborate with lecturers to plan practicum modules that use the MySQL Relational Database Management System and creating Entity Relationship Diagram (ERD) and Physical Data Model (PDM).
- Create database practicum pretest and posttest questions, recruit other practicum assistants. and coordinating with related lecturers regarding the progress of this database practicum so that it runs well and as expected.

Mobile Development Cohort

Bangkit Academy | Remote (Sep 2024 – Dec 2024)

- Successfully completed mandatory courses and submitted final projects through the Dicoding platform, including: Kotlin Basic, Android for Beginners, Fundamental Android, Introduction to AI, and Intermediate Android.
- Completed quizzes and assessments on soft skills topics, including Growth Mindset and the Power of Feedback, Time and Energy Management, Adaptability and Resilience, Critical Thinking and Problem Solving, Project Management, and Professional Branding and Interview Communication.
- Developed a capstone project app with my team. Memotions is a mental wellness app aimed at supporting Indonesian users of all ages through personalized journaling, machine learning, and gamification features like streaks and achievements.

VOLUNTEER

Staff of Scientific Committee

Build-IT 2023 | Jimbaran, Bali (Jul 2023 – Nov 2023)

- Contribute to the planning and implementation of internal training programs to prepare new students for courses in programming algorithms, databases and computer networks.
- Developed several challenging problem sets that require contestants to have a high understanding of algorithms and data structures and several basic math problems.

Staff of Competitive Programming Committee

Information Technology Creative Competition 2023 | Jimbaran, Bali (Aug 2022 – Des 2022)

- Contributed to the planning and execution of national competitive programming competitions hosting up to 50 contestants.
- Developed several challenging problem sets that require contestants to have a high understanding of algorithms and data structures and several basic math problems.

Staff of Competition Committee

IT-ESEGA 2023 | Jimbaran, Bali (Apr 2023 – Aug 2023)

- Providing competition event such as, bracket, rules, and time schedule for more than 100+ teams total participants.
- Contribute as several roles such as, operator, caster, and competition referee.

PROJECTS

Exercise Tracker Application

Developed a comprehensive application for tracking exercise routines using HTML, CSS, JavaScript, Express, and MongoDB/Mongoose. The application is equipped with advanced features such as a rate limiter and API Key integration, ensuring secure and efficient performance.

Github Repo: <https://github.com/WahtuAstrawan/exercise-tracker-app>

Saving and Loan Application

Created an intuitive and user-friendly application for managing member savings and loans with Flutter. This application offers seamless integration with an API and robust authentication mechanisms, providing a reliable and secure financial management tool.

Github Repo: <https://github.com/WahtuAstrawan/saving-and-loan-app>

Discover and Share AI Prompts Application

Built an innovative platform for sharing and creating AI prompts, accessible to a wide audience. Key features include tagging, search functionality, and Google OAuth integration. Developed with NextJS14, MongoDB Atlas/Mongoose, Tailwind, and NextAPI, this application ensures a smooth and engaging user experience.

Github Repo: <https://github.com/WahtuAstrawan/promptspace>

Computer Hardware Store Information System Application

Developed a sophisticated information system application to manage a computer hardware store. The system boasts comprehensive features such as CRUD operations for inventory, transaction management, authentication and authorization with JWT tokens, pagination, filtering, sorting, and an appealing landing page. Constructed with ReactJS, Tailwind, Express, and PostgreSQL/Sequelize, this application ensures efficient and secure business operations.

Github Repo: <https://github.com/WahtuAstrawan/galaxy-comp>

Memotions Mental Wellness App

Developed a mental wellness app to support Indonesian users of all ages through personalized journaling, emotion analysis, and gamification features like streaks and achievements. The app integrates machine learning and generative AI to provide tailored feedback and insights, enhancing self-awareness and emotional resilience. Built using Kotlin, Jetpack Compose, Retrofit, Room, Hilt, and Material Design 3, the app ensures a seamless and engaging user experience.

Github Repo: <https://github.com/WahtuAstrawan/memotions-android>

ADDITIONAL

Language: English and Indonesian

Technical Skills: Kotlin, C++, Git/GitHub, MySQL, MongoDB, ExpressJS, React, Tailwind, Flutter.

Certification & Training: Intro to Kotlin, Basic Android Development, Intro to Software Engineer, Backend Development and APIs, Frontend Development Libraries, JuaraAndroid Training Program, Android Fundamental, Intermediate Android