

Marcello Alvinskie

Computer Science Undergraduate

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📍 Jakarta, Indonesia

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🎓 Education

Computer Science, Bina Nusantara University

Tangerang, Indonesia

GPA: 3.55 / 4.00

- **Smart Ways to Live**

Created a 2D platformer game regarding natural disasters to assist children in their ability to make optimal decisions

- **Cateringz Design Concept**

Created the design concept of a simulation company operating in the F&B industry as a university project using Figma.

Elementary / Middle School / High School, Kairos Gracia Christian School

Jakarta, Indonesia

Achieved A and A+ grades on all 5/5 IGCSE tests

🧠 Hard Skills

Programming Languages

C (Competent) | Java (Amateur) | Python (Amateur)

Designing Tools

Figma (Amateur) | Canva (Competent)

Operating Systems

Windows (Competent) | Kali Linux (Amateur) |

Rocky Linux (Amateur) | Ubuntu (Basic)

🌐 Languages

Bahasa — Native/Bilingual

English — Native/Bilingual

Mandarin — Basic

🧩 Soft Skills

- **Eager to Learn** - Every experience is reflected on for the sake of improving
- **Adaptability** - Adapts fast to the standards and expectations of the workforce
- **Time Management** - Ensures every task given will be finished on time
- **Problem Solver** - Every problem will be thoroughly analyzed and solved
- **Team Collaboration** - Keeping work-related relationships with colleagues at a satisfactory state to ensure the ability of delivering satisfactory results