

ADRIAN MULIANTO

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I am a computer science student with a strong passion for software development, data, and networking. I have actively participated in programming and data competitions. I am highly enthusiastic about expanding my knowledge in networking, data, and software development. I also enjoy collaborating with others to help improve my skills.

EXPERIENCES

Universitas Pendidikan Indonesia - Bandung, Indonesia

Feb 2024 - Present

Assistant Lecturer in Database System

- Teach System Database to two classes totaling approximately 80 students.
- Developing and preparing teaching materials, facilitating lab sessions, providing technical assistance, and fostering a deeper understanding of efficient relational database usage for websites.
- Evaluated practicum assignments which contribute 20% to students' final grades.
- Evaluating exams such as midterm (UTS) and final exams (UAS), each contributing 30% to the students' final grades.

Universitas Pendidikan Indonesia - Bandung, Indonesia

Sep 2024 - Present

Assistant Lecturer in Operating Systems and Computer Networking

- Teach Operating Systems and Computer Networking to four classes: two for freshmen and two for sophomores totaling approximately 160 students.
- Developing and preparing course materials, facilitating lab sessions, providing technical assistance, fostering a deeper understanding of networking using Cisco Packet Tracer and MikroTik, designing networks, operating systems, and using Linux Ubuntu.
- Collaborated with a team of 10 practicum assistants to teach due to new curriculum changes.

Assemblr | Immersive AR, VR, & Metaverse Technology - Bandung, Indonesia

May 2024 - Dec 2024

Assistant Lecturer

- Assisted students in practical sessions using the Assembler platform, an artificial reality development tool, under the guidance of Dr. Rani Megasari, S.Kom., M.T.
- Guided students in building and deploying artificial reality projects through the platform.
- Provided technical support and troubleshooting during hands-on lab sessions.
- Encouraged innovative thinking and problem-solving skills in students to create immersive experiences using artificial reality technologies.

EDUCATION

Universitas Pendidikan Indonesia - Bandung, Indonesia

Sep 2022 - Jun 2026 (Expected)

Bachelor of Computer Science, 3.70/4.00

- Actively involved in the teaching process as an Assistant Lecturer for the Database Systems, as well as Operating Systems and Computer Networks courses.
- Engaged in various other activities, including teaching, research, serving as a journal editor, and working on projects

ORGANIZATIONAL & VOLUNTEER EXPERIENCE

Google Developer Student Clubs UPI - Bandung, Indonesia

Jan 2022 - Jan 2023

Member

- Participated in sessions on various topics such as machine learning, Android development, cloud computing (using Google technologies), basic programming, web development, and UI/UX design.
- Actively engaged in Google Developer Group (GDG) Bandung events as a participant.
- Contributed to discussions and activities, enhancing knowledge-sharing and collaboration within the community.
- Built connections with fellow developers from different universities and professional communities.

PROJECTS

Medifast

Feb 2024 - Jun 2024


- Developing a mobile application using Flutter, FastAPI, and SQLite for booking doctors at hospitals. The application has one type of user: hospital customers who want to book appointments online. The purpose of this application is to facilitate users in simplifying the booking process, obtaining the latest health information, and includes an alarm to remind them to take their medication.

Hydroculus

May 2023 - Jun 2023


- Developing a web-based application using MySQL, HTML, CSS, PHP, and JavaScript for get water information. HydroCulus is a

website focused on locating and mapping water sources in Indonesia. It offers comprehensive information about various water sources, such as springs, rivers, reservoirs, and lakes, along with their characteristics, including water condition, temperature, color, pH, and drinkability.

Man 2 Kota bandung Online Learning 


Sep 2024 - Present

- Developed and deployed a web-based application using Laravel 10. This website can be used by students for online learning. There are three types of users here: students, teachers, and admins for managing the inventory of tools and materials for chemistry, physics, and biology labs. The purpose of this website is to facilitate staff and teachers in providing education when they are unable to be present on-site.

Computer Networks & IOT in hotel 

Sep 2024 - Present

- Created a network infrastructure for a hypothetical hotel setting simulation in Cisco Packet Tracer, including IP address allocation according to the needs of each room, and installation of IoT devices in each room, implementing security and reliability precautions such as Network ACLs and backup routes.

KeepReal 



Sep 2024 - Present

- Developed electronic devices shop web-based application using PHP, Flask API and MongoDB. the purpose of this application to facilitate users who want to shop for electronic equipment online. The application includes a transaction simulation feature for purchasing products. It is developed using PHP and MongoDB.

SKILLS

- Programming Language:** C, C++, JavaScript, Java, Python, MySQL, PHP
- Tech Stack:** Laravel, Node.js, FastAPI, MySQL, SQLite, MongoDB
- Tools:** Visual Studio Code, Microsoft Office, Google Workspace, Github, Postman

CERTIFICATIONS

- Certified Developer (Credential ID: ACCD0119700100002323)** 
- Data Analysis (Universitas Pendidikan Indonesia Summer Course)** 

Dec 2023

Jun 2024