AGASTYA DAVA NURRAHMAN

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Jakarta Utara, Daerah Khusus Ibukota Jakarta, 14320

A sixth-semester Computer Science student at Universitas Negeri Jakarta with a strong interest in Data Analysis, Web Development, and Project Management. Experienced in academic projects, organizational involvement, and volunteer activities that enhance leadership and collaboration skills. Continuously seeking opportunities to improve technical expertise and interpersonal abilities.

EDUCATION

UNIVERSITAS NEGERI JAKARTA
Bachelor in *Computer Science* | GPA. (5 Semester, 114 credits)   **Jakarta Timur, Indonesia**
Relevant Course: 2023 - Present
Web Dev, Database, Data Raya, Project Management, Software Engineer

INTERNSHIP EXPERIENCE

PT. Yuju Indonesia   **Cikarang, Indonesia**
Quality Control & Assembly, Internship   July 2020 - January 2021
- Rotated across Assembly and Quality Control departments at PT Yuju Indonesia (plastic injection molding), gaining hands-on experience in manufacturing processes, operational efficiency, and quality assurance.
- Met 100% daily production targets by assembling 20+ boxes/day with 60+ components each, ensuring accuracy, process continuity, and on-time transfer to subsequent production stages.
- Performed detailed quality inspections, identifying and isolating non conforming products, reducing defect rates, ensuring compliance with industry standards, and supporting market ready output and customer satisfaction.

PROJECT EXPERIENCE

Eatzy   **Jakarta, Indonesia**
Project Leader & Entrepreneur, Project   Sep 2025 - Present
- Led business operations and team execution, planning, production, and marketing strategy for a student led F&B entrepreneurship project.
- Generated IDR 3,800,000+ in sales and achieved 10,000+ Instagram views, supported by offline product promotion at MIPA Preneur.
- Utilized digital platforms website & social media to support branding and customer engagement.

NobaRek   **Jakarta, Indonesia**
Project Leader & Mobile Android Developer, Project   Des 2025 - Jan 2026
- Led a 4 member team to develop a movie recommendation mobile app as a final project for the Mobile Computing course.
- Developed the Android application using Kotlin, Jetpack Compose, and Room Database, implementing Admin (CRUD) and User roles.
- Designed UI/UX in Figma to deliver a user focused and modern Android interface.

SIMKES   **Jakarta, Indonesia**
Web Developer, Project   Okt 2025 - Des 2025
- Developed a web based healthcare management system as a final project in a 2-member development team.
- Built core features using React.js, Tailwind, Express.js, and MongoDB, with role based access for Doctor, Patient, Admin, and Guest.
- Delivered a scalable, user focused platform supporting medical records, appointments, prescriptions, and system administration.

Sportware   **Jakarta, Indonesia**
Project Leader & Fullstack Developer, Project   Apr 2025 - Jun 2025
- Led the end-to-end development of a sports focused e-commerce platform using HTML, CSS, Bootstrap, JavaScript, PHP, and SQL.
- Coordinated project planning and task distribution to ensure efficient workflow and timely delivery.
- Developed essential features including product categorization, shopping cart, order tracking, and customer support.

Credit Card Analysis Report   **Jakarta, Indonesia**
Data Analyst, Project   Jan 2025 - Mar 2025
- Analyzed financial data of 5,000+ customers with $22.3M transaction volume to derive segmentation and credit utilization insights.
- Identified the "Businessman" segment as the key revenue driver and flagged a 27.5% utilization ratio for risk assessment.
- Delivered actionable insights to support revenue optimization and credit risk mitigation.

Dtastyum   **Jakarta, Indonesia**
Project Leader & Backend Developer, Project   Oct 2024 - Dec 2024
- Built a food e-commerce platform with COD payment system using PHP, SQL, and Laravel.
- Designed and optimized the admin panel for efficient order management and user account handling.
- Oversaw backend architecture, feature implementation, and system optimization to ensure high performance.

GreenBucks   **Jakarta, Indonesia**
Project Leader & Flutter Developer, Project   Nov 2024 - Dec 2024
- Directed the development of a sustainability focused mobile app using Flutter, Dart, and Android Studio.
- Designed and integrated core features including EcoCycle, EcoEdu, Articles, Discussions, and eco-reward systems.
- Applied agile methodology for team coordination while optimizing UI, UX and ensuring seamless system integration.

CERTIFICATION & ACHIEVEMENT

- Project Management, Dicoding Indonesia, ID: MRZME14LLPYQ, 2024
- Fullstack Web Development, Codepolitan, ID: IADQY53, 2023
- TOEIC Official Test, International Test Center, Number: 0038726153, 2021, Score: 665
- Awardee Scholarship 2024-2025

SKILL

Softskill	Leadership, Teamwork, Communication Skills, Problem-Solving, Critical Thinking, Time Management, Event Planning, Event Management, Project Management, Adaptability, Flexibility, Collaboration, Networking, Decision-Making, Conflict Management, Public Speaking
Hardskill	PHP, Laravel, Python, Dart, Flutter, JavaScript, HTML, CSS, Bootstrap, React Js, Tailwind, Data Analysis, MySQL, Object-Oriented Programming (OOP), Agile/Scrum, Kotlin, System Design, Fullstack Development, Data Structures & Algorithms, Data Modeling, Unit Testing, Optimization, UI/UX Design
Software Skill	Google Looker Studio, Microsoft Office (Word, Excel, PowerPoint), Figma, Git, GitHub, Android Studio, VS Code, Power BI, Canva, OBS Studio

ORGANIZATION & COMMITTEE EXPERIENCE

Expert Staff of Departement Computer Academic and Science   Jakarta Timur, Indonesia
BEMP Ilmu Komputer UNJ   Mar 2025 - Present

- Guided and mentored junior staff in executing departmental programs, ensuring they understood their responsibilities and contributed effectively to initiatives such as GEMASTIK, COMPARE, and DECODE.
- Conducted research and created academic resources, including detailed timelines, competition information, and educational content, which supported student participation and engagement in academic development.
- Collaborated with peers and external partners to manage workshops and events, engaging 60+ participants and strengthening departmental outreach through partnerships with 12+ media organizations.

Moderator & Event Staff of PKKMB FMIPA 2025   Jakarta Timur, Indonesia
PKKMB FMIPA 2025   Jun 2025 – Sep 2025

- Collaborated with a 15-member event division team to plan, coordinate, and execute large scale faculty orientation programs, ensuring effective logistics, time management, and program flow.
- Served as Moderator for 1,000+ new students, facilitating sessions, managing speaker transitions including keynote speakers and maintaining professional communication and engagement.
- Enhanced participant engagement through interactive sessions, announcements, Q&A facilitation, and post-event evaluation to improve overall event impact and participant experience.

Steering Committee Event Division PKKMB Ilmu Komputer 2025 & Workshop COMPARE 2025   Jakarta Timur, Indonesia
Universitas Negeri Jakarta   May 2025 – Sep 2025

- Provided strategic guidance and mentorship to 8 event division members PKKMB Ilkomp 2025 and 9 event division members COMPARE Workshop 2025 by sharing best practices, workflows, and post-event evaluations.
- Aligned event planning and execution by defining clear job descriptions, operational standards, and cross-functional coordination to ensure smooth operations.
- Supervised and evaluated event division performance to maintain execution quality, workflow efficiency, and program continuity.

Benchmarking Study BEMP Ilmu Komputer, BEMP Elektro UNJ, & HIMA Informatika ITERA   Jakarta Timur, Indonesia
Universitas Negeri Jakarta   Jul 2025 – Sep 2025

- Conducted inter organizational benchmarking studies between BEMP Ilmu Komputer UNJ with BEMP Teknik Elektro UNJ and HIMA Informatika ITERA, focusing on program comparison, best practices, and organizational development.
- Facilitated strategic discussions and knowledge exchange with 50+ participants, fostering cross institution collaboration, innovation, and inspiration for future student executive programs.
- Coordinated large scale activities, including campus tour sessions for HIMA Informatika ITERA, demonstrating leadership, communication, and event coordination skills to enhance participant engagement and institutional relations.

Vice Coordinator Events Division of PKKMB Ilmu Komputer 2024   Jakarta Timur, Indonesia
PKKMB Ilmu Komputer 2024   Jun 2024 – Sep 2024

- Led and supervised an 8-member event division team, managing the full timeline of PKKMB Ilmu Komputer 2024 (Briefing PKKMB, Day 1–2, and Pasca PKKMB) while ensuring deadlines and objectives were achieved.
- Coordinated with 60+ committee members and external speakers, facilitating effective cross-division communication and securing engaging event materials.
- Optimized event execution by designing interactive games for participant engagement, refining schedules, and adapting to on-site challenges to deliver a smooth and memorable experience.

Master of Ceremonies Day 1 and Day 2 PKKMB Ilmu Komputer 2024   **Jakarta Timur, Indonesia**
Universitas Negeri Jakarta   Aug 2024 – Aug 2024

- Served as main Master of Ceremonies on Day 2 of PKKMB Ilmu Komputer 2024 at Universitas Negeri Jakarta, leading agendas and announcements for 180+ participants while ensuring a smooth and professional program flow.
- Engaged over 150+ participants during Day 1 interactive game sessions, facilitating enthusiasm and active involvement through clear instructions, dynamic interaction, and well designed activities aligned with event objectives.
- Collaborated with organizing committees and academic staff to design engaging content, maintain smooth transitions, and manage time efficiently, creating a memorable and well-coordinated experience across both days of the event.

Delegates of AIESEC Future Leaders 2024   **Jakarta, Indonesia**
AIESEC in UNJ   Apr 2024 – Aug 2024

- Engaged with 200+ participants from universities such as UI, UNJ, Trisakti, and Gunadarma, exchanging ideas on Gen Z issues, global trends, and presenting group solutions during collaborative sessions.
- Enhanced leadership, teamwork, and cross cultural communication skills through workshops, team-building activities, and interactive games with diverse university members.
- Explored personal branding and content creation strategies, including portfolio building and designing impactful, educational content aligned with digital trends.

Event Division Staff COMPARE & Ilkomp Gathering   **Jakarta Timur, Indonesia**
BEMP Ilmu Komputer UNJ   Jun 2024 – Nov 2024

- Contributed to the successful execution of two major departmental events, engaging 220+ participants (100+ for COMPARE and 120+ for Ilkomp Gathering), ensuring smooth operations and positive participant experiences.
- Assisted in event planning and on site coordination, ensuring that all activities were executed according to guidelines while maintaining high levels of engagement and interaction among participants.
- Collaborated with cross-functional team members to design and deliver memorable programs, including activity evaluation and participant performance recognition, fostering enthusiasm and long-lasting impressions.

Sponsorship Division Staff UI/UX Design Workshop & DECODE Workshop   **Jakarta Timur, Indonesia**
BEMP Ilmu Komputer UNJ   Jul 2024 – Sep 2024

- Built and managed media partnerships with 15+ media partners UI/UX Workshop and 12+ media collaborators DECODE Workshop to expand event visibility and audience reach.
- Supported sponsorship and media acquisition by preparing and presenting structured program proposals, contributing to 80+ participants UI/UX and 50+ participants DECODE joining the workshops.
- Executed strategic promotional outreach to sponsors and media, ensuring strong event support, engagement, and achievement of workshop objectives..