

# ALYA DHIYA' MARDHIYYAH

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Surabaya, Indonesia

Currently a 5th year Computer Science student at Binus University who is passionate about web development, UI/UX, and project management. In college, she took specialized in digital creative technology (focusing on software development and immersive technology) and involved in many projects. Has a strong foundation in Front-End technologies and a growing interest in Back-End Development. However, she is a flexible person who has shown a willingness to adapt to changing circumstances. Therefore, she will continue to expand her portfolio and experiences.

## EDUCATION

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### Universitas Bina Nusantara - Indonesia

Sep 2021 - Jul 2025 (Expected)

*Bachelor Degree in Computer Science, 3.86/4.00*

- Actively participates in more than 15+ campus events, such as webinars and skills training workshops
- Relevant Coursework: Software Engineering, Web Programming, Object Oriented Programming, Database Technology
- Ongoing project on this semester: HomeCare (taskrabbit mobile app version) for Mobile Programming Course, Purrrfect (Pet sitter bookings services) for Entrepreneurship: Market Validation Course

### Muhammadiyah 2 High School Surabaya - Surabaya

Jul 2018 - Jul 2021

*High School Diploma in Mathematics and Science*

- Activities and Societies: Committee of Australia-Indonesia BRIDGE School Partnerships, SMAMDA Orchestra Club
- Achievements and Awards: 3rd place of ESA Short Story Competition held by English Student Association, University of Nusantara PGRI Kediri

## EXPERIENCE

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### Project-Based Virtual Internship: BTPN Syariah x Rakamin Academy - Jakarta

Oct 2023 - Present

*Full-Stack Developer*

- Developed a program using Vue.js, SQL and Golang within a deadline of 4 weeks and it is still 15% done

### Bina Nusantara Computer Club - Malang

Oct 2021 - Present

*Public Relations Division*

BNCC is an organization of technology enthusiasts that pursues technological achievements and services for Indonesian society.

- Work with 7 people on the same team and work on a marketing project with a deadline of 2 weeks
- Responsible for content creation and publicity materials for the entity in 2 different platforms
- Utilized Figma and Canva to create compelling visualizations that regularly had engagement in excess of 100+ likes, comments and shares
- Contribute as a partnership committee and the team successfully attained 11+ media partners for BNCC Techspire x BINAR
- Collaborate with HRD Division in community service program "UMKM Storytelling 2023" by BNCC x TFI to promote MSME's in Malang
- Organized and monitored around 20+ participants to do Visit MSME activity
- Responsible for ensuring MSME owner in the final product presentation on campus and achieved the owner satisfaction rate of event by 9/10

### Teach For Indonesia

Jan 2023

*Campaign Volunteer*

- Create a storyboard for 1 minute video to visualize the bad impact of consuming drugs for teenager
- Educating students at Marsudi Siwi Catholic Junior High School with the topic of "Socialization of the Dangers of Drugs to the Young Generation".
- Researched and designed socialization material with a total of 21 slides of presentation excluding intro

### Center for Indonesian Medical Students' Activities (CIMSA) UGM

Dec 2021

*Campaign Volunteer*

- Participated in RETROGRAM (Reversing Stereotypes & Stigmas Against HIV/AIDS Through Air Campaign) conducted by CIMSA UGM, utilizing social media with the aim of reversing stereotypes and stigmas against HIV/AIDS
- Engaged with community on Instagram with 350+ followers to increase awareness and answered any inbound questions via direct messages

# PROJECT

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## iBarberPal

Jul 2023

### Full-Stack Developer

iBarberPal revolutionizes hairstyling by seamlessly connecting customers with skilled barbers, enabling them to effortlessly select their desired hairstyles and services from home, and effortlessly book appointments at their preferred times.

- Developed the barbershop reservations management program using Laravel, Bootstrap, and XAMPP with these features: Auth, CRUD for admin, and RBAC (Role-based Access Control)
- Built out the data and reporting the customer reservations and barbers availability from the ground up using PHPMyAdmin and XAMPP to provide real-time insights into the services availability

## EventRadar

Feb 2023 - Jun 2023

### Front-End Developer

EventRadar is a platform empowering students to seamlessly discover enriching events and workshops, while also enabling event organizers to amplify their reach and showcase their offerings.

- Work with 4 people to build the website using Laravel
- In charge on developing event detail page and payment page

## LonelyScape

Feb 2023 - Mar 2023

### Project Manager

LonelyScape is an immersive AR-based Escape Room Game and markerless so it can be played anywhere.

- Managed the project timelines using RAD Methodology to achieve the target of making the application finished within a period of 1 month and successfully achieved the target in 34 days
- Conducted a UEQ and the attractiveness value of LonelyScape achieved 1.78 or above average
- Arranged a paper with this topic and it accepted in 2023 International Conference on Information Management and Technology (ICIMTech)

## BINUS Automated Attendance System

Sep 2022 - Jan 2023

### UI Designer

BINUS Automatic Attendance System is an AI attendance system using face recognition. It aims to fulfill Artificial Intelligence Course.

- Construct the website flow from login to reports
- Designed a clean and user-friendly interface for BINUS Automatic Attendance System website

## Travel Management System

Sep 2022 - Jan 2023

### Java Developer

Utilizing Java Language, it is a team-based project to develops a Travel Management System, enhancing Object-Oriented Programming skills in the process.

- In charge of program realization from create, read, update, and delete the travel packages and ticket to user reservations

## Kulinaria

Feb 2022 - Jun 2022

### Front-End Developer

Kulinaria is Indonesian Culinary AR that promote the product from web to accomplish Human and Computer Interaction Course

- Responsible for developing a website for marketing purpose of Kulinaria AR, contained a brief explanation of Indonesian Culinary, steps to view in AR, and the AR cards that works as the marker of the AR

# ADDITIONAL

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- **Soft Skills:** Time Management, Communication, Adaptability, Problem-Solving, Teamwork, Detail-Oriented, Strategic Thinking
- **Hard Skills:** HTML5, CSS3, JavaScript, Vue.JS, React.JS, Laravel, XAMPP, OOP, SQL, Java, ASP.NET, UI/UX
- **Publication** 📄 (2023): LonelyScape: Increasing Attractiveness of Escape Room Game Using Augmented Reality Technology (2023 International Conference on Information Management and Technology)
- **Publication** 📄 (2023): Privacy and Security in The Use of Voice Assistant: An Evaluation of User Awareness and Preferences (2023 International Conference on Information Management and Technology)
- **Certifications & Training:** .NET Full Stack Foundation (Coursera), Basic HTML (Skilvul), Basic CSS (Skilvul), Basic Course Web Development (Skilvul x Markoding), , Basic JavaScript (Skilvul), BNCC Learning and Training UI/UX Design (BNCC)