

AMOR BUDIYANTO

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Personal Statement

Year 13 high school student, former first-generation convention refugee, approaching STEM subjects, demonstrating work ethic and creative ability. Hold various regional and national leadership roles in youth organisations and school communities, while studying at Cashmere High School and early admission at University of Canterbury. Currently serving in several national committees and a head Digital Technology Student Prefect at Cashmere High School with passion in Software Development while actively volunteering and contributing to various community projects and organisations.

Education

University of Canterbury

Computer Science STAR Programme (9.00 GPA)

Christchurch, NZ

February 2024 – Present

Cashmere High School

NCEA Level 2 with Excellence Endorsement

Christchurch, NZ

January 2020 – Present

National Governing Board Roles

New Zealand Refugee Youth Council (NZNRYC)

Youth Leader

Wellington, NZ

June 2024 – June 2026

The New Zealand National Refugee Youth Council (NZNRYC) is a national refugee youth-led non-government organisation that aims to engage, support, and advocate for refugee youth in New Zealand to enable them to lead meaningful lives. NZNRYC provides young people with a space to experience democratic processes as well as enable their greater participation in the areas that concern them.

My role involves advocating young refugees' interest in policy development, meaningful participation, decision-making, and equitable access to social services, encompassing health, well-being, education, employment, housing, recreational activities, and social relationships, on an international, national and regional scale.

Mental Health Youth Advisory Group

Youth Advisor

Auckland, NZ

June 2024 – June 2026

The Mental Health Youth Advisory Group is a new initiative created by the New Zealand Mental Health Foundation that aims to empower young people to actively participate in shaping mental health policies and services. This group seeks to ensure that youth perspectives are included in decision-making processes, promote mental health awareness, and foster a supportive environment for young people across the nation.

My role involves providing insights and recommendations to policymakers and service providers to ensure mental health services are youth-friendly and effective, as well as planning for events which raise awareness and promote mental health initiatives and projects at a national and regional scale.

Regional Leadership Roles

Charity Ball Ōtautahi

Chief Technology Officer

Christchurch, NZ

December 2023 – Present

- Organise fundraising for the Children of Gaza Crisis through UNICEF Charity Ball.
- Built and managed organisation's website with multi-platform usability, increasing leads by 36%.
- Fully automated manual data entry tasks seamlessly through webhook integrations connecting Humanitix with Firebase and Google Sheets.
- Constructed a secure, real-time software system enabling users to democratically select songs for the night of the fundraiser dance through an upvote and downvote mechanism.
- Designed the entire software architecture and user interface (UI) through Figma, SvelteKit, SCSS and Firebase.

Christchurch City Council

Christchurch, NZ

Graffiti Programme Mural Artist

March 2023 – Present

- Design and execute murals for Graffiti projects to promote endangered New Zealand native species in public spaces such as charity hospitals and electric Chorus boxes.

School Leadership Roles

Cashmere High School

Christchurch, NZ

Digital Technology Prefect

January 2024 – Present

- Serve as the head Digital Technology Prefect and oversee technology-related initiatives and activities.

President of Programming Club

January 2023 – Present

- Lead Programming Club consisting of approximately 30 students weekly.
- Organised coding workshops, hackathons, and coding challenges as well as sponsorship from international organisations including HackClub.
- Promote computational thinking and problem-solving skills among club members.

Founder of Competitive Programming Club

January 2024 – Present

- Pioneered the establishment of the first competitive programming club at Cashmere High School.
- Taught peers and fellow students algorithmic problem solving techniques weekly.
- Lead teams into national level programming competitions including the NZPC.

Mathematics Peer Tutor

January 2023 – October 2023

- Tutored accelerated Year 9 students in diverse mathematical concepts on a weekly basis.
- Assisted students in understanding complex mathematical topics and provided personalised guidance.

Volunteer Experience

Birthright

Christchurch, NZ

Assistant Event Coordinator

June 2021 – July 2021

- Organised venue, catering, and activities for children aged 5–12 years and caregivers for a non-profit organisation.

Awards and Publication

NZQA Outstanding Scholarship in Technology	2023
Christchurch City Council Service Award	2023
International Python Discord Code Jam 3rd Place Winner	2023
Under 16's National Given Words Poetry Competition Finalist	2021
COVE Award Recipient	2020

Chorus Cabinet Art Mural Winner	2020
Paint n' Pen Writing Exhibition & Publications	2019
Write On Magazine Publications	2019

Referees

Andrew Thomson
 Digital Technology Teacher
 Cashmere High School
 172 Rose Street, Somerfield,
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Toby Hilton
 School Nurse Team Lead Ōtautahi
 Te Tahī Youth
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