

PUTRI ANDINI RACHMATIKA

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Sidoarjo, East Java

SUMMARY

Enthusiastic Information Systems student with experience in several projects and organizational activities. Proficient in programming languages such as JavaScript, HTML, CSS, Kotlin, and SQL. Actively participated in several team and individual projects focused on UI/UX design, front-end development, mobile application development, and business-oriented digital solutions. Demonstrates strong teamwork, leadership, time management, and adaptability through organizational roles and collaborative environments. Eager to contribute and grow through internship opportunities by applying practical knowledge and expanding professional experience.

EDUCATION

2023 - Present | University of Pembangunan Nasional “Veteran” Jawa Timur

Undergraduate in Information Systems | GPA: 3.87

2020-2023 | SMK Negeri 6 Surabaya

Vocational High School Diploma in Multimedia | GPA: 85.98

WORK EXPERIENCES

2021-2023 | CV. Soluna Dapurindo | Digital Product Designer & E-Commerce Assistant (3 period) Intern and Freelance

- Created and optimized 500+ product visuals and listings on Shopee and Tokopedia
- Designed marketing content and reusable templates, reducing production time by 30%
- Maintained consistent brand identity across digital platforms and product categories
- Collaborated directly with business owner to ensure design quality and relevance
- Repeatedly re-contracted due to performance consistency and design reliability

PROJECT

2025 | FASTKANTIN | Mobile-Based Food Ordering App

- Developed an Android Studio app enabling users to order food online and reduce queue times at campus canteens.
- Built core architecture using MVVM pattern with ViewModel, Repository, Room Database, Entity, and DAO.
- Implemented full CRUD functionalities, including search and user authentication for a streamlined user experience.
- Role: Front-End and Back-End Developer

2025 | FASTKANTIN | Web-Based Food Ordering App

- Final project for E-Business course focused on digitizing food ordering system at UPN Veteran Jawa Timur's NKRI canteen
- Built a full-stack web application for online food ordering, targeting campus users including students, lecturers, and staff.
- Applied Laravel MVC architecture with authentication system, multi-user roles, and admin dashboards.
- Connected to MySQL database to manage users, menus, and transaction data securely and efficiently

2025 | FASTKANTIN | Project Planning Document

- Developed a comprehensive project plan as part of the Information Systems Project Management course to support the implementation of the FAST KANTIN web application.
- Created detailed project documentation including project charter, scope, timeline (Gantt chart), risk analysis, and stakeholder mapping.
- Delivered supporting documents such as stakeholder register, communication plan, staffing plan, and quality management strategy using Project Libre and structured project management frameworks.

2025 | Analisis Penerimaan Mahasiswa terhadap Google Gemini AI Menggunakan UTAUT | Academic Research Project

- Developed as a final project for two integrated courses Computational Mathematics and IT Performance Measurement.
- Conducted a quantitative study using the Unified Theory of Acceptance and Use of Technology (UTAUT) model to assess student acceptance of Google Gemini AI.
- Collected and analyzed data using SmartPLS with SEM-PLS methodology to evaluate constructs UTAUT

2024 | KampoengKu | User Interface Design for Community Service App Using Design Thinking Method

- Utilized the Design Thinking method to conduct user research, including interviews and surveys, to gather insights on user needs and challenges in accessing community services in Surabaya
- Developed user personas, empathy maps, and problem statements to guide design decisions
- Created detailed wireframes and high-fidelity prototypes using Figma, ensuring a user-friendly and visually appealing interface
- Conducted usability testing using Maze, followed by iterative design improvements based on user feedback
- Delivered design solutions that improved task flow clarity, accessibility, and user engagement

2024 | Meningkatkan Efektivitas Pembelajaran Mahasiswa dengan AI | Scientific Article

- Explored the integration of Artificial Intelligence to support and enhance student learning outcomes in higher education.
- Discussed use cases and challenges in applying AI-based tools for personalized education and academic support

2024 | Penerapan Metode OOAD pada Aplikasi Layanan Publik “MySurabaya” | Scientific Article

- Applied Object-Oriented Analysis and Design (OOAD) to develop MySurabaya, an information system supporting public service delivery in Surabaya.
- Created use case diagrams, activity sequence. class diagram, and architectural documentation to support system modeling and design clarity.

ORGANIZATION

2025 - Present | Head of Advocacy Department | Himpunan Mahasiswa Sistem Informasi UPNVJT

- Led academic and non-academic assistance for 300+ students, including MBKM, thesis, and KRS-related issues.
- Serving and accommodating student aspirations, conveying scholarship information, as well as being a liaison between students and the bureaucracy.

2024 | Staff of Advocacy Department | Himpunan Mahasiswa Sistem Informasi UPNVJT

- Supported academic and non-academic assistance, including scholarship information and student aspiration handling
- Acted as a liaison between students and faculty to address educational concerns and administrative processes

2024 | Secretary of Event Division | Orientation Program for Information Systems Students PENSI

- Prepared official documents including MoMs, event rundowns, and assignment guidelines
- Drafted MoU and final event report to support coordination and accountability

2024 | Head of Event Division | Orientation Program for Information Systems Students EDISI

- Coordinated and structured the full event rundown to ensure smooth execution of all orientation activities

2024 | Head of Event Division | National Seminar on Information System Technology SITASI

- Led technical planning and coordinated the full rundown to ensure smooth seminar execution alongside lecturers and a 25+ person crew

SKILLS

Language

- Indonesian (Native)
- English (Intermediate)

Skills

- UI/UX Design, Web/Mobile App Development, Project Management, System & Data Analysis.

Soft Skill

- Public Speaking, Time Management, Teamwork, Leadership, Problem Solving, Analytical and Critical Thinking

Programming Language

- HTML/CSS, JavaScript, Java, Visual Basic, SQL, Kotlin

Tools

- Microsoft Office (Word, Excel, Power Point), Figma, Canva, Maze, Android Studio, Visual Studio Code, Github, XAMPP, Oracle, Project Libre, SmartPLS, Jamovi, StarUML, Visual Studio 2022, Netbeans IDE

Certification:

- BNSP Certification in Multimedia – SMKN 6 Surabaya (2023) [[certificate](#)]