



ANGGRAYNI LAYUK MANGAYUN

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ABOUT

Informatics Engineering student at Universitas Kristen Duta Wacana with experience in web development, Android application development and Desktop application, as well as UI/UX and visual design. Experienced in working on real-world projects that provide practical insights into creating effective and inspiring user experiences. Proficient in HTML, CSS, PHP, JavaScript with hands-on experience using Laravel Framework. NET frameworks for web development. Additionally, skilled in Android application development using Kotlin. Competent in basic database management with MySQL and interface design using Figma. A collaborative, communicative, and adaptable team player with strong motivation to continuously learn and grow in order to achieve the best results.

EDUCATION

Universitas Teknologi Indonesia

August 2022 – present

Universitas Teknologi Indonesia

- Jurusan: Informatika
- IPK: 3.09/4.00

EXPERIENCES

Web Developer – Concert Ticketing System

February 2023 – June 2024

- Developed a web-based concert ticketing system to manage event listings and ticket reservations through a structured database system
- Implemented front-end interfaces using HTML, CSS, and JavaScript to display concert details and user interactions
- Built server-side logic using PHP to handle ticket data processing and user requests
- Designed and managed relational databases using MySQL (MariaDB) to store event, ticket, and transaction data
- Applied basic form validation and data handling to ensure system functionality and data consistency

Web Developer – Plan Pedia (Journal Information System)

September 2025 – December 2025

- Developed a web-based journal information system to display and manage academic journal data in a structured and searchable format
- Built the application using Laravel framework (MVC architecture) to improve code organization and maintainability
- Implemented CRUD functionalities to manage journal entries, categories, and related information
- Designed responsive views using Blade templating to present journal lists and detailed information pages
- Integrated MySQL (MariaDB) for database management and efficient data retrieval

Android Developer – News Application**September 2025 – December 2025**

- Developed an Android-based news application that retrieves news data from public REST APIs and displays it in a user-friendly interface
- Implemented API integration to fetch, parse, and present real-time news content within the application
- Utilized Firebase Realtime Database to store and manage application data
- Designed application UI components using Jetpack Compose to ensure clear content presentation and usability
- Applied basic error handling and data synchronization to maintain application stability

Desktop Developer – Laboratory Booking System**February 2025 – June 2025**

- Developed a desktop-based laboratory booking system to manage laboratory reservation and scheduling processes
- Built application logic using Visual Basic and .NET Framework to handle booking requests and data processing
- Designed user interface forms to support laboratory selection, booking management, and data input
- Integrated MySQL (MariaDB) to store and retrieve laboratory booking records
- Focused on usability and clear workflow to simplify laboratory management operations

UI / UX Designer – Music Player & E-Learning System**February 2025 – June 2025****Redesign**

- Designed UI/UX wireframes for a music streaming application inspired by Spotify, focusing on layout structure, navigation flow, and content hierarchy
- Created a redesign wireframe for an e-learning system (e-Class) to improve usability for students and lecturers across courses and subjects
- Developed user-centered interface layouts to support clear information flow and ease of interaction
- Utilized Figma to create low- to mid-fidelity wireframes and organize design components
- Applied basic UX principles such as consistency, visual hierarchy, and usability in interface design

AI Engineer – Image Classification (Traditional Patterns)**February 2026 – June 2026**

- Developed an image classification model to identify traditional carving patterns using deep learning techniques
- Implemented EfficientNet architecture to classify images into four distinct classes
- Performed data preprocessing and image normalization to improve model performance
- Trained and evaluated the model using Python and TensorFlow
- Applied basic computer vision concepts to support feature extraction and classification tasks

AI Engineer – Face Recognition Attendance System**February 2023 – June 2023**

- Developed a face recognition-based attendance system to identify students or staff using facial features.
- Implemented computer vision and deep learning techniques to detect and recognize faces from image input
- Performed data preprocessing and feature extraction to improve recognition accuracy
- Trained and evaluated the model using Python and TensorFlow
- Designed the system workflow to support automated attendance recording

Game Developer – 2D RPG Game**September 2025 – June 2025**

- Developed a 2D role-playing game (RPG) using JavaScript and HTML5 Canvas
- Implemented core gameplay mechanics including character leveling, health bars, attack points, and combat interactions
- Designed basic enemy AI behavior to enable autonomous movement and interactions

- Built game logic to manage player progression, enemy behavior, and in-game states
- Focused on rendering performance and interactive gameplay experience

Image Processing – RGB Image Manipulation

February 2026 – June 2026

- Developed an image processing program to manipulate RGB color channels of digital images
- Implemented functionality to modify and adjust red, green, and blue components to produce color transformations
- Applied basic image processing techniques to analyze and alter pixel-level data
- Utilized Python to handle image input, processing, and output
- Focused on understanding color representation and digital image fundamentals

SKILL

Programming & Markup Languages:

Java, Python, C++, JavaScript (ES6+), SQL, HTML5, CSS3

Web, Mobile & Software Development:

Front-End Development (HTML, CSS, JavaScript, React), Basic Back-End Development (PHP, Laravel, MVC architecture), REST API Integration, UI-Oriented Development & Component-Based Layouts, Android Application Development (Kotlin – academic projects), Desktop Application Development (.NET Framework – academic projects)

Databases & Backend Tools:

Relational Databases (MySQL / MariaDB), API Testing & Integration (Postman), Firebase Realtime Database (NoSQL), Basic Data Modeling & CRUD Operations.

Development Tools & Platforms:

Git & GitHub (version control and collaboration), Visual Studio Code, Jira (task and project management), Docker (basic container usage), Postman (API Testing & Integration)

Software Engineering Fundamentals:

Object-Oriented Programming (OOP), Basic Software Architecture Understanding, Problem Analysis & System Design.

Soft Skills:

Effective Communication, Problem Solving & Critical Thinking, Leadership & Team Collaboration, Time Management & Adaptability

UI / UX & Design Tools:

UI/UX Wireframing, Figma (Low–Mid Fidelity Wireframes), User Flow & Layout Design, Visual Hierarchy & Usability Principles

AI & Data Processing:

Machine Learning Fundamentals, Computer Vision (Image Classification, Face Recognition), TensorFlow (Model Training & Evaluation), Image Processing (RGB Manipulation).

