Nyoman Meira Dewantari Armi

A third year college student who is creative, open-minded, hard worker and learning-oriented. I was involved in various activities, like being a member and head of division in the organization. I am also active on social media, uploading some videos for content, and enjoy copywriting. I usually challenge myself for a better experience through some projects and competitions. I am passionate about making interactive and user-friendly designs. I am still learning about web development. I love working with a team, but also enjoy it with my own mind. Technology is my friend, so that's why I learn a lot about software and programming tools. I am interested when it comes to business and technology in being well in my hands and bringing a good change for the environment.

📍 Bali, Indonesia

Education

2020 - 2024

Udayana University

Information Technology (Current GPA : 3.68)

2010 - 2014

PT. KIE Indonesia (KUMON INDONESIA)

Mathematics (Score : 100)

Organization Experiences

March 2022 - Present

Staff of the Ministry of Communication, Media and Information

BEM Universitas Udayana

- Manage BEM Udayana social media accounts such as Instagram, LINE Official Account, Email, Website and Twitter. Also, answer questions and suggestions given to BEM Udayana through social media.
- Responsible for delivering the information related to the BEM Udayana organization with other organizations/institutions.
- Responsible for managing BEM PM Udayana's media partners
- Editor in chief for launching the harmony journal 2022.

January 2022 - May 2022

Head of Public Relations at GELAPATA Competition Event

UKM Racana Udayana-Mahendradatta

- Responsible for leading 10 people to find media partners, with a total of 25 regional media partners and 15 national media partners.
- There were more than 150 participants in both regional and national events held because of our promotions.
- Responsible for leading members to distribute letters.
- Responsible for doing copywriting and managing Gelapata's Instagram by publishing more than 100 photos & videos and getting insight into more than 4K account visits with 44K impressions in 3 months.

February 2022 - April 2022

Head of Fundraising Division at PKM Training Event

HMTI Udayana

- Responsible for leading 5 people to gain-dana injection by doing some mini-business ideas, such as selling food and drink, and also offering services through social media.
- Gained IDR 3,000,000 in 3 months and gained sponsorship from local industry up to IDR 500.000 and covered the things the event needed.
- Make and manage marketing strategies to gain customers.

July 2021 - September 2021

Member of Workshop Division at BUILD IT Event

- Make an Algorithm and Programming Module c within case study.
- Make a Database Lesson Module includes Database Key, Data Type, ERD, PDM, SQL Operation within case study.
- Responsible for module assistance to lecturers.

July 2021 - September 2021

Member of Event Division at IT Creative Competition

- Responsible for creating the theme and concept of the event.
- Responsible for making a rundown.
- Set the course of the event.
- Being Master of Ceremony.

Work Experiences

November 2021 - Present

Cashier at Army Shop

- Responsible for product sales and customer service.
- Responsible for making a daily income record and reporting to the owner.
- Responsible for checking the product stock and reporting to the owner.

February 2022 - May 2022

Assistant Lecturer

HMTI Universitas Udayana

- Responsible for managing participants of the group to complete their assignment.
- Responsible for helping the participants when they have problems due to creating databases, ERD, PDM, and reports based on case studies.
- Responsible for assessing the performance of participants.

January 2022 - June 2022

Founder of @yuk_kitabantu Task Services

- Responsible for making selling strategy and reach out income up to IDR 400,000 per month.
- Responsible for doing copywriting and managing social media on Instagram and WhatsApp Business.
- Responsible for scheduling prioritized tasks for customers.

Achievements

2nd Place Debate Competition · Politeknik Negeri Bali

2022

1. Selected among 8 teams from several universities in Bali by a regional competition.
2. Role as 3rd speaker, responsible for arguing well & logically in Bahasa, rebutting the opposite argument, and affirming our argument team as much as possible.

Best Speaker of Internal Selection NUDC · Udayana University

2022

1. Selected among 43 people in an internal selection of NUDC by the British Parliamentary System.
2. Role as 2nd speaker, responsible for arguing well & logically in English, rebutting the opposite argument, and affirming our argument team as much as possible.

2nd Place TikTok Competition for 13th IT-Versary · HMTI Udayana

2022

1. Making a 3 minute video includes productivity as an IT Student and is published on HMTI Official Instagram.
2. Recording and editing by smartphone, facilities with CapCut software.

Finalist in UI/UX Competition · Udayana Engineering Study Group

2022

1. Making a persona from 20 respondents through online and offline interviews.
2. Making a wireframe, mockup, and prototype on Mobile Application with Figma and working in real-time.

Competences

Soft skills

Effective Communication
Leadership
Flexible and adaptable
Work Under Pressure
Problem Solving

Software

Microsoft 360
Figma
Draw.io
SQLyog
Visual Studio Code
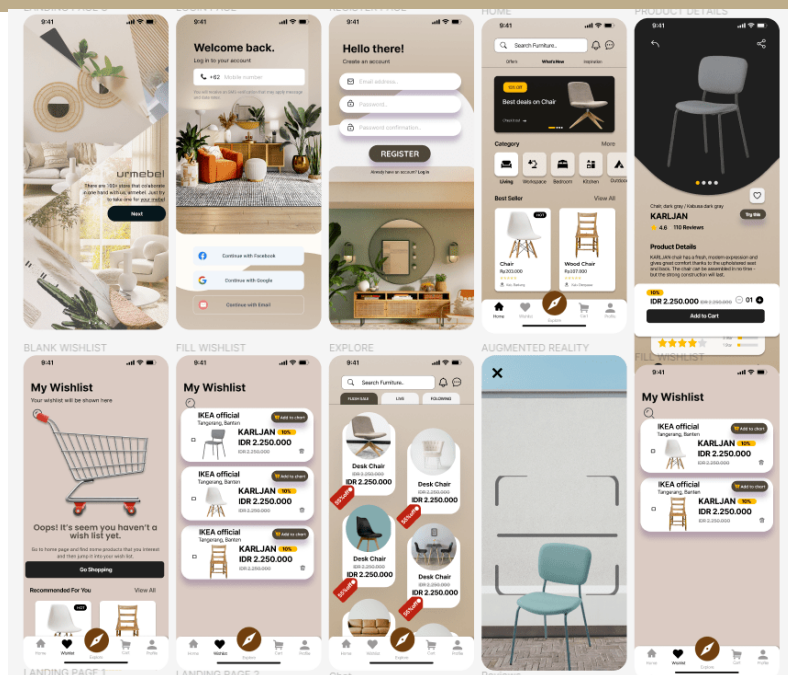Bootstrap
Laravel 8 / Codeigniter 4

Programming Languages

C, PHP, HTML, CSS

Languages

Indonesian - Native
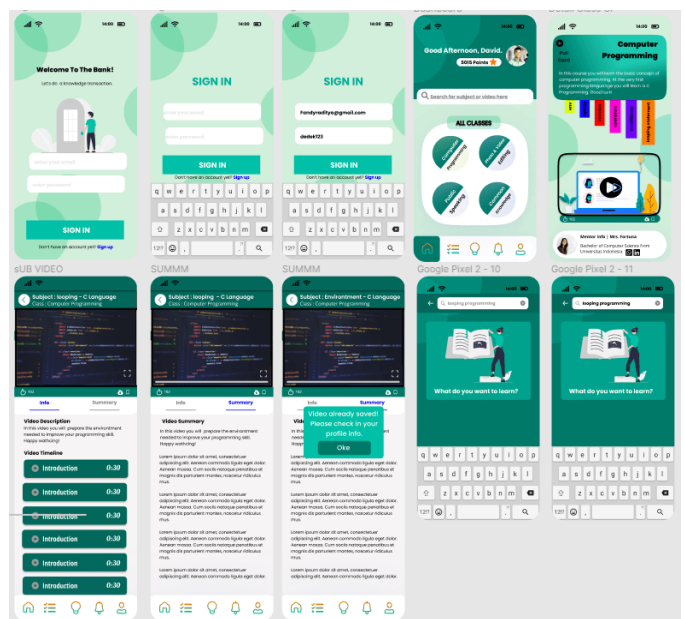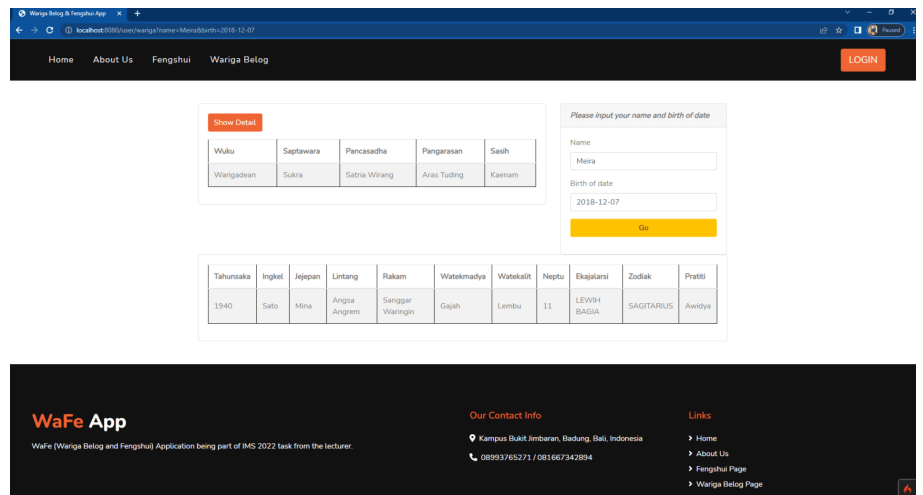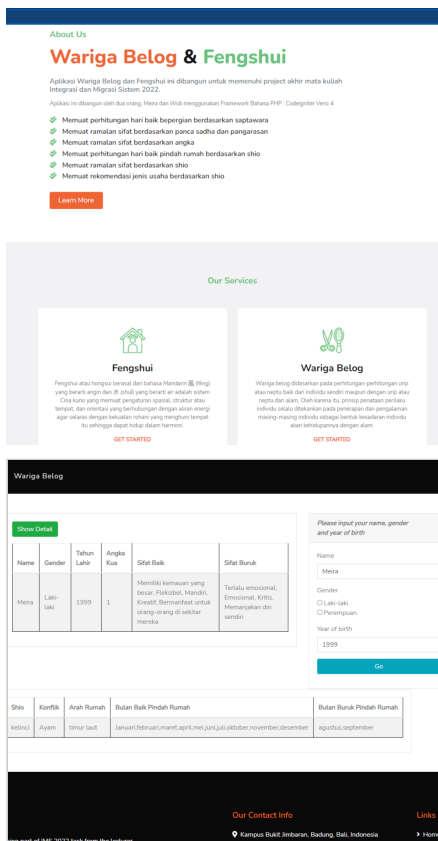English - Advanced

Projects

Furniture Online Shop UI

This project is part of a lecturer assignment that provides us with creating any UI design. We call this "Urmebel" app. The design was made by Figma. The design has a friendly interface for users who want to buy furniture via their mobile phone. They can try the product using the Augmented Reality feature to avoid buying the wrong product.

Online Video Learning UI

This project is part of a lecturer assignment that provides us with elaborating our idea, namely the "LDL : Long Distance Learning" app. The design is also made by Figma. This design has a friendly interface for users, especially students who want to learn various lessons with video tutorials and the script via their mobile phones.
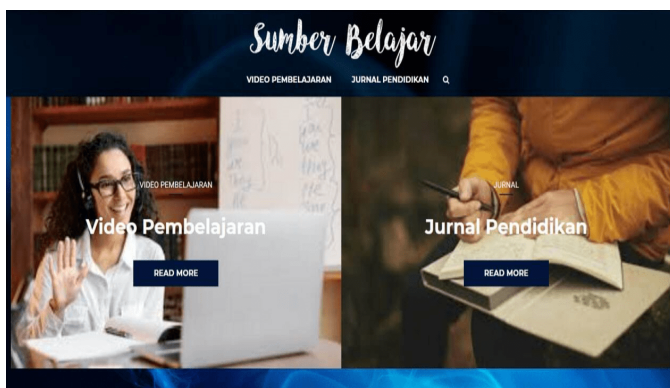
WaFe (*Wariga Belog* and Fengshui) Web Application

This project is part of a lecturer assignment that asks us to create a dynamic website with the topic of forecasting the good and bad days of a person and a job. This website is made by Codeigniter 4 and database client SQLyog. Start from making the UI and then create the backend operation with 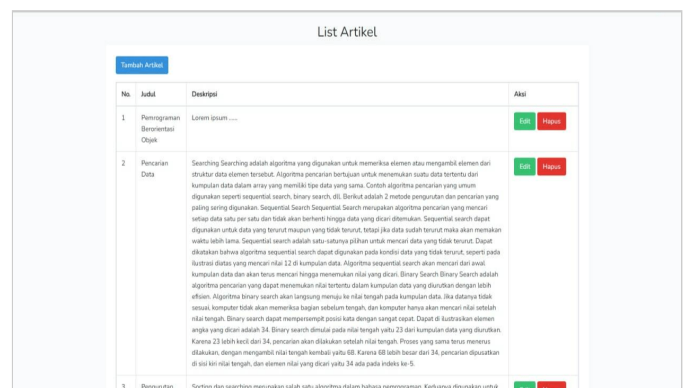some logical structure and math calculations. This project finished in 1 month within 2 people getting to work. Github repository:

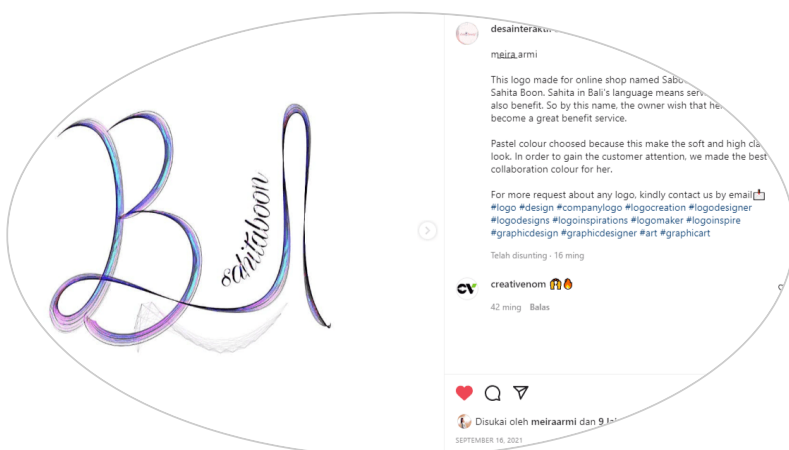https://github.com/armimeira/hari-baik-warigabelog-fengshui

Online Learning Website

This website is made by Laravel 8 and uses a free css template for the user interface.

CRUD Article for Blog

This is the back end of Blog Website that contains CRUD (Create, Read, Update, Delete) Operation.

Logo Design

A logo is important for companies and organizations to have, because with a logo it can identify what the organization is. So, we must be careful when making and choosing a logo. The good logo contains the vision and mission of their organization implicitly. The logo must be unique. Visit more about our logo at https://www.instagram.com/desainteraktif/