

Asty Yuliani

Purwokerto | [linkedin.com/in/astyyuliani/](https://www.linkedin.com/in/astyyuliani/) | +6285753936838 | astyyuliani02@gmail.com

SUMMARY

A student majoring in Software Engineering at Telkom University Purwokerto with a strong interest in IT and Business. Gained hands-on experience through an internship in developing educational games. Focused on software development during academic studies. Holds certifications in basic web development, backend application development, and UX design. Ready to apply the acquired knowledge and skills in a dynamic work environment. Highly motivated to continue learning and growing in the IT industry.

EDUCATION

Institut Teknologi Telkom Purwokerto

Purwokerto, Indonesia

Bachelor of software engineering, / 3.97/4.00

August 2021 – August 2025

- Kelarin (Assignment Reminder) to assist students in forming their productive habits, so that all academic and non-academic activities and assignments can be completed in accordance with the portions and deadlines.

SMK Telkom Banjarbaru

Banjarbaru, Indonesia

Vocational High School, Major in Software Engineering, / 85.00/100.00

August 2018 – April 2021

- Actively participated in various organizations and extracurricular activities during my time at SMK Telkom Banjarbaru.
- Contributed to the success of the organizations by actively engaging in meetings, discussions, and collaborative projects.
- Showed commitment and dedication in fulfilling responsibilities and tasks assigned by the organizations, such as event planning, fundraising, or community service.
- Demonstrated a strong spirit of teamwork, cooperation, and leadership while working with other members in achieving common goals.

WORK EXPERIENCE

PT Fast Media Komputindo

Banjarbaru, Indonesia

Software Engineering Intern

January 2020 – March 2020

- Developed a simple educational game using Scratch as a software engineering intern.
- Collaborated with a team to conceptualize and design the game mechanics and features.
- Implemented interactive elements, animations, and user interfaces using Scratch programming language.
- Conducted testing and debugging to ensure smooth gameplay and functionality.
- Assisted in documenting the development process, including design decisions and code explanations.
- Participated in team meetings to discuss progress, challenges, and future improvements.
- Demonstrated creativity and problem-solving skills in designing an engaging and educational game.
- Received feedback from mentors and implemented suggested enhancements.

CERTIFICATIONS

Dicoding Academy

Indonesia

Learn Creating Beginner-level Back-End Applications

February 2023 – February 2026

- Certification obtained for completing the Learn Creating Beginner-level Back-End Applications course provided by Dicoding Academy.
- Attained proficiency in building basic back-end applications and understanding the principles of server-side development.

Dicoding Academy

Indonesia

Learn Basic JavaScript Programming

February 2023 – February 2026

- Certified completion of the Learn Basic JavaScript Programming course offered by Dicoding Academy.
- Developed foundational skills in JavaScript programming, including variables, functions, and DOM manipulation.

Dicoding Academy
Learn Basic UX Design

Indonesia
April 2023 – April 2026

- Certification received after successfully finishing the Learn Basic UX Design course provided by Dicoding Academy.
- Gained a solid understanding of user-centered design principles, wireframing, and creating intuitive user interfaces.

Dicoding Academy
Learn Basic Web programming

Indonesia
June 2023 – June 2026

- Certification earned from Dicoding Academy for completing the Learn Basic Web Programming course.
- Developed skills in HTML, CSS, and JavaScript, essential for creating interactive and responsive web applications.

ORGANISATIONAL EXPERIENCE

Himpunan Mahasiswa Software Engineering
Staff, Internal Advocacy and Strategic Studies Department

Purwokerto, Indonesia
June 2022 – June 2023

- Conducted research and analysis on strategic issues related to the software engineering field.
- Assisted in formulating and implementing advocacy initiatives within the software engineering student community.
- Collaborated with team members to develop strategies for promoting the interests and welfare of software engineering students.
- Organized and facilitated workshops, seminars, and discussions to raise awareness and promote knowledge sharing.
- Contributed to the development of position papers and policy recommendations on key issues affecting software engineering students.
- Actively engaged with stakeholders and represented the department in meetings and events.

Kepanitian Dies Natalis Software Engineering
Staff, Public Relations Division

Purwokerto, Indonesia
August 2022 – December 2022

- Assisted in organizing and coordinating the public relations activities for the Software Engineering Dies Natalis event.
- Collaborated with team members to develop and implement effective communication strategies.
- Created promotional materials, such as posters, banners, and social media content, to raise awareness about the event.
- Liaised with internal and external stakeholders to ensure smooth communication and coordination.
- Managed media relations, including drafting press releases and facilitating media coverage for the event.
- Handled inquiries from attendees and provided information regarding the event details and activities.

SKILLS & INTERESTS

- **Language Skills:** Indonesia (Native Proficiency), English (Intermediate).
- **Tech Stack:** C++ (Proficient), SQL (Proficient), HTML (Proficient), CSS (Proficient), Java (Proficient), JavaScript (Intermediate), Python (intermediate), PHP (Proficient).
- **Hard Skills:** Programming, Web design, Database Management System, Coding, UX Design, Back-End.
- **Soft Skills:** Adaptive, Critical Thinking, Communication, Collaboration, Leadership.
- **Interests:** Technology and Innovation, Web Development, User Experience, Problem-solving, Continuous Learning.