

# BAGAS YUDHISTIRA FAUZI

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Information Engineering graduate with internship experience as IT staff in a government agency. Possesses a solid foundation in software development, database management, and networking. A quick learner with strong analytical skills, eager to contribute to dynamic projects and further develop expertise in the field of technology.

## Education

### Universitas Gadjah Mada – Yogyakarta, Indonesia

Aug 2019 – Jan 2024

*Bachelor of Engineering in Information Engineering, GPA: 3.51/4.00 (Cumlaude)*

- **Final Project:** “Development of a Mobile Device Application for an Automatic Presence System Based on GPS ATEGO (Attendance on the Go)”
- **Capstone Project:** “Development of a Web-based Integrated Hospital Referral Administration System”

## Work Experiences

### Department of Electrical and Information Engineering UGM – Yogyakarta, Indonesia

Feb 2023 – Jun 2023

*Cloud Computing Senior Project Assistant*

- Exhibited strong leadership skills by overseeing and managing a diverse team of students
- Applied expertise in utilizing cutting-edge technologies such as Microsoft Azure Cognitive Services to enhance project outcomes.
- Directed the integration of advanced AI functionalities into student projects, fostering innovation and technological advancement.
- Played a pivotal role in enriching students' educational journey by providing real-world applications and experiences in cloud computing.

### Ministry of Agrarian Affairs and Spatial Planning – Bekasi, Indonesia

Jan 2022 – Mar 2022

*Information Technology Internship*

- Demonstrated active involvement in IT-related projects within a governmental organization
- Engaged in critical analysis of the user interface (UI) of the Lampion application, providing valuable insights for improvement.
- Created and proposed alternative UI designs, leveraging insights from UX research to optimize user interactions and experiences.
- Collaborated with stakeholders to present and discuss design proposals, fostering dialogue and consensus-building around UI improvements.

## Organizational Experiences

### Keluarga Mahasiswa Teknik Elektro dan Teknologi Informasi UGM – Yogyakarta, Indonesia

*Head of Advocacy Division*

Jul 2021 – Dec 2021

- Spearheaded efforts to address student welfare concerns encompassing financing, facilities, academics, and policies within the Department of Electrical and Information Engineering at Universitas Gadjah Mada.
- Managed a diverse range of student aspirations, ensuring effective communication and representation of their needs to university stakeholders.
- Orchestrated strategic advocacy initiatives to drive positive change and foster an environment conducive to student success and well-being.
- Implemented innovative solutions and initiatives to enhance student experiences and promote a supportive and inclusive academic community.

*Staff of Public Relations Division*

Jan 2020 – Dec 2021

- Cultivated and nurtured strong relationships between students and the Department of Electrical and Information Engineering at Universitas Gadjah Mada, facilitating effective communication and collaboration among students, lecturers, and academic staff.
- Acted as a liaison between student body and faculty, ensuring open channels of communication and addressing concerns and feedback in a timely and professional manner.
- Developed and implemented communication strategies to promote transparency, engagement, and mutual understanding within the university community.
- Collaborated with various stakeholders to address issues, coordinate initiatives, and enhance the overall student experience within the department.

## Committee & Volunteer Experiences

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### Community Service – KKN-PPM UGM Mengukir Samosir – Samosir, Indonesia

Jun 2022 – Aug 2022

#### *Staff of Design and Documentation*

- Played a pivotal role in the Community Service program, contributing as a Staff of Design and Documentation to promote and document activities in the Samosir region.
- Developed and designed a user-friendly website to effectively communicate program objectives, initiatives, and achievements to the community and stakeholders, ensuring a seamless online experience.
- Designed visually appealing pamphlets and Instagram Stories templates to effectively communicate program objectives, initiatives, and achievements to the community and stakeholders.
- Created engaging multimedia content to raise awareness and garner support for community development efforts, leveraging digital platforms for outreach and communication.
- Collaborated with team members to ensure cohesive branding and messaging across all design and documentation materials, maintaining consistency and professionalism in visual representation.

### Future Innovations and Discovery IT (FIND IT!) 2021

Dec 2020 – Jun 2021

#### *Head of Event Technical Division*

- Led the coordination and execution of the IT competition event, overseeing all technical aspects to ensure seamless proceedings and optimal participant experience.
- Supervised and coordinated the activities of master of ceremonies, moderators, operators, and casters during each competition, ensuring smooth operations and adherence to event protocols.
- Implemented strategies to enhance event technical capabilities and efficiency, leveraging innovative solutions and best practices to optimize participant engagement and satisfaction.

## Skills

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<b>Languages</b>	: English (TOEFL 547/677) [ <a href="#">certificate</a> ], Bahasa Indonesia (Native)
<b>Competencies</b>	: Computer Networking, Mobile App Development, Software Testing, Cloud Computing [ <a href="#">certificate</a> ], Web Programming (HTML & CSS) [ <a href="#">certificate</a> ], Python [ <a href="#">certificate</a> ], Machine Learning [ <a href="#">certificate</a> ]
<b>Software</b>	: <ul style="list-style-type: none"><li>• Cisco Packet Tracer, Android Studio, Visual Studio Code</li><li>• Microsoft Excel (VLOOKUP, Chart, Table), Microsoft Word, Microsoft Power Point, Microsoft Teams.</li></ul>