

# BARA NUR IMADUDDIN

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## PERSONAL SUMMARY

- Third-year Computer Science student with a strong passion for technological innovation
- Experienced in developing using various programming languages and frameworks
- Able to work collaboratively in team environment and manage tasks effectively
- Skilled at communicating technical concepts clearly to diverse audiences
- Eager to gain real-world experience and contribute to impactful digital solutions across IT field

## EDUCATION

### PRESIDENT UNIVERSITY

Sep 2023 - Present

Candidate for Bachelor of Informatics

Currently in 6th Semester with expected graduation at 2026

- Cumulative GPA: 3.81 / 4.00

## AREA OF EXPERTISE

- **Soft Skills:** Public Speaking, Team Leadership, Project Management, Teaching/Coaching
- **Programming Languages:** Java, HTML, CSS, JavaScript, PHP, C++, C#, Python
- **Frameworks & Technologies:** Unity Engine, Blender, Tailwind CSS, Laravel
- **Databases:** MongoDB, SQLite, Firebase Firestore, MySQL
- **Developer Tools:** Git & GitHub, Docker, XAMPP, Oculus SDK, Android Studio, NetBeans
- **Digital Tools:** Microsoft Office, Google Workspace, Notion
- **Languages:** Indonesian (Native), English (Intermediate DET Score: 95, 2023)

## PROJECT EXPERIENCE

### COMPSPHERE

Feb 2024 - Nov 2024

#### Tech Exhibition Team – Project Presenter

- Engaged over 100 attendees, boosting brand visibility and interest.
- Presented an IoT-based automatic pet feeding system controlled via a web interface on smartphones and computers.
- Communicated complex technical concepts effectively to both technical and non-technical audiences.
- Strengthened public speaking and technical presentation skills in a live, interactive setting.

### Lilo bookstore

May 2024

#### Developer - Web-Based Bookstore System

- Developed a bookstore web application with full CRUD functionalities.
- Designed relational MySQL database schema and implemented user, admin, and book entities.
- Enabled user registration, login, book browsing, cart system, and transactional purchase workflow.
- Created admin dashboard for managing books, categories, customers, and transactions.
- The project included backend authentication and admin privileges to secure data access.

### Enroll

Jun 2024

#### Mobile App Developer - Student Enrollment App

- Built a mobile enrollment app using Java and Android Studio with Firebase Firestore as backend database.
- Implemented user authentication with login and registration.

- Integrated real-time database interactions using Firebase for data creation, retrieval, and storage.

## **Moviepedia**

**Feb 2024**

### **Front-End Developer - Responsive Film Information Website**

- Built a responsive multi-page movie website using pure HTML and CSS.
- Designed and implemented key pages: Login, Dashboard, Movie Details, About Us.
- Structured and styled dynamic content areas for genres, cast, directors, and watchlist features.
- Ensured layout responsiveness and consistent user experience across devices.

## **Loli's Cafe**

**May 2024**

### **Developer - Café Menu Management App**

- Developed a desktop-based café management system with CRUD functionality for menu items.
- Implemented user login and registration system with data encapsulation and access control to admin.
- Applied object-oriented principles including encapsulation, inheritance, and polymorphism.
- Designed intuitive, joyful UI for managing coffee shop menus including add/edit/delete items.

## **NGOPSKUY**

**Jan 2025**

### **Developer - Coffee Ordering App**

- Developed a native Android app for ordering customizable or menu-based coffee
- Integrated camera feature to capture and display user's profile photo
- Enabled custom coffee orders (coffee strength level, sugar level, and milk) and predefined menu options
- Triggered phone vibration as haptic feedback upon successful payment
- Built UI with XML and implemented logic with Java in Android Studio

## **eduQuiz**

**July 2025**

### **Developer - Quiz Web Application**

- Developed an interactive quiz web application using HTML, CSS, and JavaScript for the front-end.  
Built back-end services with Python Flask to handle user authentication, question management, and scoring system.
- Containerized the application with Docker for easy deployment and environment consistency.

## **ORGANIZATIONAL EXPERIENCE**

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## **Buzzy Wizzy Studio**

**Feb 2025 - Present**

### **Vice Manager of Junior Developer**

- Oversees junior developers, providing guidance and technical support throughout development cycles
- Assists in project planning and ensures timely completion of development tasks
- Collaborates with senior developers and designers for game projects and feature alignment
- Facilitates weekly check-ins and mentorship sessions to help junior developers grow their skills
- Coordinates task distribution, ensures code quality, and supports team in resolving blockers

## **Buzzy Wizzy Studio**

**Jan 2025 - Feb 2025**

### **Lead of Game Development**

- Led the game development team in planning, designing, and building game prototypes using Unity
- Oversaw daily workflow and maintained development schedule for smooth execution
- Managed task tracking, version control (Github Desktop), and debugging processes to maintain game quality
- Presented project progress to stakeholders and implemented feedback for continuous improvement