

BUNGA MARTHA AYU SITUMORANG

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An fresh graduate of Informatics Engineering student looking for opportunities in Software Engineer. A detail-oriented person, open-minded, adaptive and love to work in team or individual. Think logical and have deep understanding and insight into subject that interested in. As an Software Engineer, also have a great ideas and thinking skills especially critical thinking, love to made a plans and also good in strategic thinking. Having a experiences in coding, databases, design, arranging an event, and collaborating with partners and speakers in several events. A private and independent person with lots of fresh ideas to innovate looking for many new experience and challenges to create impacts towards society 5.0.

EDUCATION

Gunadarma University – Depok, Indonesia

Sept 2018 – Feb 2023

Bachelor Degree of Informatics Technology. 3,47/4.00

PROJECTS

User Interface Evaluation of Starbucks Application Using Goal Direct Design Method (2022)

UI/UX Project

- Researched and do competitor analysis
- Collected 100 data using UEQ
- Evaluated 100 data with benchmark graph
- Wireframing and create a high-fidelity prototype design using Figma
- Perform usability testing.

Academier Diary Application based Mobile Using React-Native (2022)

Informatics Technology Project Course Project

- System planning using System Development Life Cycle Method
- Made use case, activity diagram, class diagram
- Made structure navigation and database
- Wireframing and prototyping using Figma
- Build complex mobile application using React-Native
- Connect the application to Firebase
- Do application functional testing, user testing, device testing.

Coffee Garazsi Website (2022)

Web Project

- Scheduled the team for meeting with clients to talking about the project
- Create a UI design application using Figma

Tunanetra's Saber with Technology Innovation based Artificial Intelligence (2019)

Program Kreativitas Mahasiswa (PKM) Karsa Cipta

- Analyzed and researched user requirements
- Designed Raspberry Pi 4 and UI Application with Figma
- Create proposal for documentation

CERTIFICATION

React by Dicoding Indonesia	(2023)
Junior Web Programmer by BNSP	(2022)
Java (J2SE) Project by Gunadarma University	(2022)
Building Web Using HTML5 by Gunadarma University	(2022)
Javascript by Progate	(2021)
Java (J2SE) for Intermediate by Gunadarma University	(2021)
Machine Learning & Artificial Intelligence by DSC Gunadarma	(2020)

ORGANIZATION EXPERIENCES

Academic Member of Himpunan Teknik Informatika	July 2019 – April 2021
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LEADERSHIP EXPERIENCES

Program Kreativitas Mahasiswa Kemendikbud	2019 - 2021
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In-charge of Activities

- Introduced and explained about Program Kreativitas Mahasiswa Kemendikbud to 2000+ student of Technology Information major
- Guided the student that wanna join PKM to choose their title of research and analyzed the research
- Gave the suggestion to the team about their research or give more ideas that they can researched
- Scheduled 10+ team for meeting with industrial technology faculty student affairs to talking about their research
- Helped 10+ team to finding their supervisor

Masterpiece	March 2020
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LO Guest Star

- Responsible as LO for 1 guest star
- Arranged meeting schedule for guest star and event division

Serathon 2.0 Seminar & Workshop	January 2020
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Event Coordinator

- Analyzed and conceptualized the Seminar theme
- Coordinated and regulated 10+ member to take their jobdesc
- Made the rundown and planned how the event will unfold
- Arranged meeting schedule and briefing for 6 division
- Directed and oversaw the event to keep it according to the rundown

SKILLS

Softskill	Communication, Creative, Critical Thinking, Empathy, Good Attitude, Leadership, Problem Solving, Time Management
Hardskill	Riset, Coding, Software Development Life Cycle (SDLC), Agile Method
Programming	Java, Javascript, React-Native, J2SE, HTML5, CSS3, PHP, Python
Tools	Visual Studio Code, Netbens IDE 8.0, XAMPP, VB.Net, Figma, Adobe XD
Data	MySQL, SQL, Firebase
Languages	Indonesia, English, Korean