

BUNGA MARTHA

South Bekasi • Bungamarta1@gmail.com • 0812-8619-0327

A graduate student of Informatics Engineering looking for opportunities in Full-Stack Developer. A detail-oriented person, open-minded, adaptive and love to work in team or individual. As a Full-Stack Developer, also have strong analytics thinking skills and critical thinking, algorithm and good in strategic thinking. Having experiences in coding, databases and design.

EDUCATION

Gunadarma University – Depok, Indonesia
Bachelor Degree of Informatics Technology. 3.47/4.00

Sept 2018 – Feb 2023

WORK EXPERIENCES

Full-Stack Developer, UI/UX Designer (2024)
PT. Jalinan Interaksi Nusantara

- Designed and optimized **UI/UX for websites**, ensuring an enhanced user experience through collaboration and quality control with peers
- Developed and implemented **new features and user interfaces**, improving product quality and accelerating delivery timelines
- Wrote and maintained **clean, efficient code** to support high-quality product development
- **Executed end-to-end testing** of the live system to verify successful deployment and stability.

Full-Stack Developer (2023)
PT. MRT Jakarta

- Researched and designed UI/UX for websites
- Developed and designed **databases, RESTful APIs, and testing systems**
- **Executed end-to-end testing** of the live system to verify successful deployment and stability.

PROJECTS

Responsive Personal Website (2023)
Website

- Create Website UI design using Figma
- Website implementation using HTML5, CSS3, Javascript
- Create and connecting the database (Firebase)
- Website testing and hosting the website using github testing.

User Interface Evaluation of Starbucks Application Using Goal Direct Design Method
UI/UX Project

- Researched and do competitor analysis
- Collected and Evaluated 100 data using UEQ
- Wireframing and create a high-fidelity prototype design using Figma

Academier Diary Application based Mobile Using React-Native

(2022)

Informatics Technology Project

- System planning using System Development Life Cycle Method
- Made use case, class diagram, 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.

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 Prograte

(2021)

HTML & CSS by Prograte

(2021)

Machine Learning & Artificial Intelligence by DSC Gunadarma

(2020)

ORGANIZATION EXPERIENCES

Academic Member of Himpunan Teknik Informatika

July 2019 – April 2021

LEADERSHIP EXPERIENCES

Program Kreativitas Mahasiswa Kemendikbud

2019 - 2021

In-charge of Activities

- Introduced and explained about Program Kreativitas Mahasiswa Kemendikbud to 2000+ student of Technology Information major
- Scheduled 10+ team for meeting with industrial technology faculty student affairs to talking about their research
- Helped 10+ team to finding their supervisor

Serathon 2.0 Seminar & Workshop

January 2020

Event Coordinator

- Analyzed and conceptualized the Seminar theme
- Made the rundown and planned how the event will unfold
- Arranged meeting schedule and briefing for 6 division

SKILLS

Softskill	Communication, Creative, Critical Thinking, Empathy, Good Attitude, Leadership, Problem Solving, Time Management, Team work, Resilience
Hardskill	Research, Web Development, Algorithm and Data Structure, OOP, Software Development Life Cycle (SDLC), Agile Method
Front-End	React.js, Javascript (ES6+ / ES2024), HTML5, CSS3, TypeScript, Vue.JS, Next.js, TailwindCSS, PHP, React-Native
Back-End	Java, Node.JS, GoLang, J2SE, Python
Tools	Visual Studio Code, Github, Gitlab, XAMPP, VB.Net, Figma, Adobe XD
Data	MySQL, Firebase
Languages	Indonesia, English, Korean