Chelsea Arantza Phoebe

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SUMMARY

A committed Computer Science student at Universitas Multimedia Nusantara who thrives in coordinating and collaborating with others. Experienced in organizing and managing various events, ensuring smooth communication and execution. I enjoy working closely with teams to foster effective collaboration. Additionally, I have experience in developing visually appealing and user-friendly web applications, with a strong enthusiasm for music and graphic design.

EXPERIENCE

HMIF UMN   Tangerang
BoD - Treasurer & Supervisor of RnD and Public Relation   Nov 2023 - Present

- Managed budgets, expenses, and resource allocation.
- Supervised the R&D division, overseeing innovation and strategy development through workshops and projects.
- Suprvised Public Relations, fostering collaborations, handling external communications, and maintaining relationships with partners.

UMN ECO   Tangerang
ORTA (Website)   Jan 2024 - Dec 2024

- Gained hands-on experience in web development, focusing on building and improving user interfaces using modern frontend technologies.
- Learned and implemented Laravel, enhancing my understanding of PHP frameworks and backend integration with frontend components.

HMIF x Garuda Hacks 5.0   Tangerang
Vice Venue Manager   Feb 2024 - July 2024

- Coordinating directly with the client to ensure smooth communication and alignment with event objectives.
- Managed logistics and setup for two collaborative events, ensuring all client requirements were met.
- Acted as the main point of contact for the client, addressing concerns and providing regular updates on event progress.
- Fostered a strong relationship with the client, providing continuous support to ensure a successful collaboration.

Maranatha Youth Generation Central Java

Creative Spesialist Jan 2019 - Present

- Designed and produced visual content for church events.
- Managed social media platforms to enhance online presence and foster community engagement.
- Captured and edited photos and videos using Adobe Photoshop, Premiere Pro, and After Effects to support promotional efforts.

EDUCATION

Universitas Multimedia Nusantara Sep 2023 - Present

Bachelor of Engineering in Computer Science

PROJECTS

Garuda Hacks 6.0 : GoLoop Link to Website

Within a 30-hour hackathon, I developed the complete front-end for GoLoop, a web-based waste management platform, using React and Tailwind CSS. I built all core user interfaces, including a dynamic leaderboard and a system for creating and joining events. My work involved integrating the front-end with a Firebase backend for user authentication and using Cloudinary to manage user-uploaded images

Intro to Internet Technology: Final Project Link to Website

As the front-end developer for "Melali in Bali," a course final project, I engineered a responsive website to promote Nusantara (Bali) and assist tourists. I used React to build the user interface and applied Tailwind CSS for rapid styling. To ensure the site's content was dynamic, I integrated a third-party API to pull relevant data. My work also included handling the entire deployment to Vercel, making the project live and accessible to users.

Human Computer & Interaction: Final Project Link to Portofolio

Designed and prototyped a mobile application using Figma, creating interactive flows for 5+ pages. This prototype showcases ISYARA, an innovative application designed to facilitate communication using sign language. Developed as part of my course final project. The primary design challenge was to ensure the application was fully accessible for the deaf and hard of hearing. I addressed this by developing a design system that minimized reliance on audio, using clear visual feedback and a simplified navigation structure to enhance usability.

SKILLS

Programming	Javascript, PHP, Java, Python, C
Framework	React, Laravel, TailwindCSS
Creative Tools	Figma, Adobe Photoshop, Adobe Premiere Pro, After Effects, Ableton Live 11