

# David Immanuel Resner

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## Profile

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Computer Science student at Multimedia Nusantara University with hands-on experience in web development and a strong enthusiasm for continuous learning. Experienced in building and maintaining web applications, and passionate about Machine Learning, particularly in deep data analysis to generate valuable insights. Comfortable working in a team, with strong non-technical skills including team management, critical thinking, and effective teamwork.

## Education

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**Multimedia Nusantara University**, Undergraduate Informatics Aug 2022 – Present

- **Coursework:** Object Oriented programming, Machine Learning, Web Programming, Computer Graphic Animation, Database System

## Organizational Experience

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**Head of Division IT & Website**, UMN TV Feb 2024 – Feb 2025

- Maintained website and database performance, including regular content updates and security checks.
- Customized themes and visuals to align with branding needs, and trained team members in basic site management.
- Utilized Laravel, Tailwind CSS, Bootstrap, and JavaScript in daily development tasks.

**Website Coordinator**, TVONAIR Dec 2023 – May 2024

- Designed and developed responsive front-end websites focused on visual consistency and user experience using React and Tailwind CSS.
- Created UI design references to guide development and ensure alignment across the team.
- Coordinated task distribution among team members to optimize workflow and final output quality.

**Event Member**, Infinite Aug 2024 – Sep 2024

- Serves as MC and designs a series of activities for the peak night as the closing of the series of events for the introduction of the Informatics Study Program.

**Module (PIC)**, Introduction to Informatics Study Program Jan 2024 - Sep 2024

- Guiding and introducing new students to the concepts and scope of Informatics at Multimedia Nusantara University (UMN), as well as providing insight into the role and opportunities of the department.

## Projects

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### The Untold Story of Kipli

- Developed a 2.5D shooter game inspired by \*Plants vs. Zombies\*.
- Tools used: Unity, C#.

### uFlix

- Created a website that can display details (rating, year, and other information) from a movie API.
- Tools used: React, JavaScript, CSS.

### Memoir

- Developed a mobile memo application using Jetpack Compose.
- Tools used: Android Studio, Kotlin.

**Languages:** Indonesian (Native), English (Fluent)