

David Johan Hasiholan Parhusip

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EDUCATION

- Bachelor of Computer Science** **University of Indonesia** **Aug 2020 – 2024 (exp.)**
- Major: Information Systems. Current GPA: 3.71 / 4.00
 - Involved in several organizations on campus such as BEM Fasilkom UI, COMPFEST, Pesta Rakyat Komputer, and many others.
 - Courses: **Statistics and Probabilities, IT Project Management, System Information Management, Business Management, Data Structures and Algorithm, Accounting & Enterprise Information System, Business Communication, Interaction System, Programming.**

EMPLOYMENT

- Teaching Assistant, Part-Time** **University of Indonesia** **Aug 2022 – Jan 2023**
- Responsible for teaching and grading 57 students in **Operating System for Information Systems** class.
- Teaching Assistant, Part-Time** **University of Indonesia** **Jul 2022 – Jan 2023**
- Responsible for teaching and grading 237 students in **IT Infrastructure Management** class.
 - Responsible for preparing the course materials and tutorial videos.
 - Responsible for weekly quizzes to evaluate student's knowledge about class materials such as data center designs, data center maintenance, cloud computing, and infrastructure patterns.
- Teaching Assistant, Part-Time** **University of Indonesia** **Jan 2022 – July 2022**
- Responsible for teaching and grading 70 students in **Integrated Personality Development** class.

ORGANIZATIONAL EXPERIENCE

- Head of Sports Department** **BEM Fasilkom UI** **Feb 2022 – Jan 2023**
- Initiated 15 pandemic-friendly sports programs in Fasilkom UI.
 - Responsible for leading and managing 14 teammates to run the programs, which mostly aim to encourage Fasilkom elements such as students about healthy lifestyles during the pandemics.
 - Successfully initiated offline sports programs such as Dekan Cup, which is a sports tournament open for Fasilkom students and alumni.
- Project Officer** **Pesta Rakyat Komputer** **Jun 2021 – Jun 2022**
- Responsible for leading and managing 14 Division Manager and 150 staff to run the whole event, which aims to build kinship among Fasilkom elements such as students, lecturers, faculty staffs, and alumni.
 - Successfully approached Ecomindo and PANDI as sponsors of the event.
 - Redesigned all the event activities and initiated offline events such as Basketball and Mini Soccer Tournament.
- Staff of Playground** **COMPFEST 13** **Mar 2021 – Nov 2021**
- Responsible for Online Job Fair with Playground with 60+ company as exhibitors such as PwC, Deloitte, Blibli, Binar Academy, PINTU, and many more.
 - Successfully approached CODEX, Forky.id, and Algobash to be one of the exhibitors on Online Job Fair with Playground event.
 - Responsible as Liason Officer for CODEX, Forky.id, and Algobash during the event period.

TECH PROJECTS

- Mobile Developer** **RumahSehat Application** **Nov 2023 – Dec 2023**
- RumahSehat is a Flutter-based application that provides features for patients to support hospitals or clinics such as making an appointment, viewing bills, viewing recipes, and viewing upcoming appointments. Developed by me and 5 other teammates.
 - Developed application backend using SpringBoot to process the request from the mobile application with REST API.
 - Passed on GitLab pipelines and successfully integrated as a one functional mobile application.

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Mobile Developer

LindungiPeduli Application

Dec 2021 – Jan 2022

- LindungiPeduli is a Flutter-based application that provides latest information about COVID-19 test locations, accumulative positive cases, vaccines, medicines, and forums. Developed by me and 6 other teammates.
- Reused models and views from LindungiPeduli Django Website to process the request from the mobile application.
- Passed on GitLab pipelines and successfully integrated as a one functional mobile application.

Web Developer

LindungiPeduli Website

Oct 2021 – Nov 2021

- LindungiPeduli is a Django-based website that provides latest information about COVID-19 test locations, accumulative positive cases, vaccines, medicines, and forums. Developed by me and 6 other teammates.
- Implemented models and views to process the request, used bootstrap as a responsive framework, and successfully implementing AJAX by using Javascript in it.
- Passed on GitLab pipelines and successfully integrated as a one functional application on herokuapp.

LANGUAGES AND TECHNOLOGY SKILLS

Languages : Bahasa, English

IT Skills : Programming (Python, Java, CSS, HTML, JavaScript), Office Package (Excel, Word, Powerpoint), Back End Development (Django, Springboot), Front End Development (React Js), Mobile Development (Flutter), PostgreSQL, Odoo, Design (Figma).

ACHIEVEMENTS

- Mahasiswa Berprestasi Fasilkom UI 2022 Kategori Olahraga