

# MARIO GRACIUS KRISHNA LITA

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Surabaya, Indonesia

As a dedicated Bina Nusantara University student with a passion for mobile app development, I'm eager to bring my technical skills and creativity to an internship as a Mobile Application Developer. With a strong foundation in coding and a desire to learn and innovate, I'm ready to contribute for the team's success while gaining valuable real-world experience in app development.

## Education Level

<b>Universitas Bina Nusantara - Malang</b> <i>Bachelor Degree in Computer Science, 3.35/4.00</i>	Aug 2021 - Sep 2025 (Expected)
<ul style="list-style-type: none"><li>• Elected as chairman DIGIFEST 2023 event in the BINUS Malang Computer Science Student Association(HIMTI) organization</li><li>• Selected as Malang Creative and Design Manager in the BINUS Malang Computer Science Student Association (HIMTI) organization</li><li>• Participated on the August 17th competition committee for the Creative division</li><li>• Cooperated on the Equipment division committee at the TECHNO 2023 event</li><li>• Performed as a teacher about sexual harassment for elementary school children in Teach For Indonesia (TFI) activities</li></ul>	

## Work Experiences

<b>Bina Nusantara University - Malang, Indonesia</b> <i>Teaching Assistant - Part Time</i>	Sep 2023 - Present
<ul style="list-style-type: none"><li>• Helping Teachers with lesson preparation, including collecting materials and setting up equipment</li><li>• Reviewing lessons or lectures with students on a one-on-one basis or in small groups</li><li>• Collaborating with the Teacher to identify students' issues and recommend solutions</li><li>• Observing state, school and class rules and regulations</li></ul>	
<b>Surabaya State University - Surabaya, Indonesia</b> <i>IT Technician - Internship</i>	

<b>Bina Nusantara Information Engineering Student Association - DIGIFEST/Malang</b> <i>Event Leader</i>	May 2023
<ul style="list-style-type: none"><li>• Created a detailed roadmap for the event, outlining its objectives, timeline, and budget.</li><li>• Facilitated regular meetings to ensure effective communication and collaboration within the 35 committee members.</li><li>• Delegated tasks and provided clear instructions to empower committee members.</li><li>• Monitored progress, provided feedback, and assessed outcomes for accountability and quality control.</li></ul>	

<b>Bina Nusantara Information Engineering Student Association - HIMTI/Malang</b> <i>CnD(Creative and Design) Manager Malang</i>	Jan 2023 - Present
<ul style="list-style-type: none"><li>• Developed structured plans and tasks for the CnD team, ensuring that everyone had a clear direction and understanding of their responsibilities.</li><li>• Conducted assessments of design work produced by CnD members, providing feedback and quality control to maintain high standards.</li><li>• Offered support and direction to CnD team members, assisting them in achieving the best possible design outcomes through mentoring and collaborative problem-solving.</li></ul>	

## Skills, Achievement & Others

- **Soft Skills:** Problem-Solving, Teamwork, Adaptability, Critical Thinking, Leadership, Decision-Making, Organizational Skills
- **Hard Skills:** Java, Kotlin, C, Golang, Cisco Packet Tracer, Android Studio, Firebase, HTML, CSS
- **Achievements** [g](#) (2022): Shopee Code League Participant
- **Projects** (2022): OrgEd (AR Organs Learning Android Application)
- **Projects** (2023): LinguaVR (VR English Language Learning), LonelyScape (AR Escape Room iOS Application)
- **Interest:** Mobile Application Development, Augmented Reality Application Development, Virtual Reality Application Development
- **Publication** [g](#) (2023): LonelyScape: Increasing Attractiveness of Escape Room Game Using Augmented Reality Technology (2023)

