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

Universitas Bina Nusantara - Malang   Aug 2021 - Sep 2025 (Expected)

Bachelor Degree in Computer Science, 3.35/4.00

- Elected as chairman DIGIFEST 2023 event in the BINUS Malang Computer Science Student Association(HIMTI) organization
- Selected as Malang Creative and Design Manager in the BINUS Malang Computer Science Student Association (HIMTI) organization
- Participated on the August 17th competition committee for the Creative division
- Cooperated on the Equipment division committee at the TECHNO 2023 event
- Performed as a teacher about sexual harassment for elementary school children in Teach For Indonesia (TFI) activities

Work Experiences

Bina Nusantara University - Malang, Indonesia   Sep 2023 - Present

Teaching Assistant - Part Time

- Helping Teachers with lesson preparation, including collecting materials and setting up equipment
- Reviewing lessons or lectures with students on a one-on-one basis or in small groups
- Collaborating with the Teacher to identify students' issues and recommend solutions
- Observing state, school and class rules and regulations

Surabaya State University - Surabaya, Indonesia   Oct 2019 - Present

IT Technician - Internship

- Installing and configuring hardware and software components to ensure usability.
- Upgrading the entire system to enable compatible software on all computers.
- Troubleshooting hardware and software issues.
- Providing support to users and being the first point of contact for error reporting.

Organisational Experience

Bina Nusantara Information Engineering Student Association - DIGIFEST/Malang   May 2023

Event Leader

- Created a detailed roadmap for the event, outlining its objectives, timeline, and budget.
- Facilitated regular meetings to ensure effective communication and collaboration within the 35 committee members.
- Delegated tasks and provided clear instructions to empower committee members.
- Monitored progress, provided feedback, and assessed outcomes for accountability and quality control.

Bina Nusantara Information Engineering Student Association - HIMTI/Malang   Feb 2023 - Present

CnD(Creative and Design) Manager Malang

- Developed structured plans and tasks for the CnD team, ensuring that everyone had a clear direction and understanding of their responsibilities.
- Conducted assessments of design work produced by CnD members, providing feedback and quality control to maintain high standards.
- Offered support and direction to CnD team members, assisting them in achieving the best possible design outcomes through mentoring and collaborative problem-solving.

Skills, Achievement & Others

- **Soft Skills**: Problem-Solving, Teamwork, Adaptibility, Critical Thinking, Leadership, Decision-Making, Organizational Skills
- **Hard Skills**: Java, Kotlin, C, Golang, Cisco Packet Tracer, Android Studio
- **Achievements** ✓ (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** ✓ (2023): LonelyScape: Increasing Attractiveness of Escape Room Game Using Augmented Reality Technology (2023