

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

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| Universitas Bina Nusantara - Malang <i>Bachelor Degree in Computer Science, 3.35/4.00</i> | Aug 2021 - Sep 2025 (Expected) |
| <ul style="list-style-type: none">• 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

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| Bina Nusantara University - Malang, Indonesia <i>Teaching Assistant - Part Time</i> | Sep 2023 - Present |
| <ul style="list-style-type: none">• 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 <i>IT Technician - Internship</i> | |

Organisational Experience

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| Bina Nusantara Information Engineering Student Association - DIGIFEST/Malang <i>Event Leader</i> | May 2023 |
| <ul style="list-style-type: none">• 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 <i>CnD(Creative and Design) Manager Malang</i> | |

Skills, Achievement & Others

- **Projects/LinguaVR/Virtual Reality Application** (2023): Created a virtual reality-based application to increase junior high school students' interest in learning English in Indonesia
- **Projects/OrgEd/Augmented Reality Application** (2022): Created an Android application using augmented reality to help students in Indonesia learn about human organs
- **Projects/LonelyScape/Augmented Reality Application** (2023): Created an iOS escape room game based on augmented reality
- **Soft Skills:** Problem-Solving, Teamwork, Adaptability, Critical Thinking, Leadership, Decision-Making, Organizational Skills
- **Hard Skills:** Java, Kotlin, C, Golang, Cisco Packet Tracer, Android Studio

- **Achievements** (2022): Shopee Code League Participant
- **Interest:** Mobile Application Development, Augmented Reality Application Development, Virtual Reality App Development