

## Education

<b>Bandung, Indonesia</b>	<b>Bandung Institute of Technology</b>	<b>Aug 2015 - present</b>
<ul style="list-style-type: none"><li>○ Bachelor's degree, Informatics (expected graduate 2019)</li><li>○ Current overall GPA 3.8/4.0 (3<sup>rd</sup> semester)</li></ul>		

## Related Experience

<b>Assistant</b>	<b>Information Technology Assistant</b>	<b>Feb 2017 - present</b>
<ul style="list-style-type: none"><li>○ Correcting student work, up to 2 classes, total 92 participants. (Student work using C++)</li></ul>		
<b>Web Developer Intern</b>	<b>Lussa Technology</b>	<b>Jun 2016 - Jul 2016</b>
<ul style="list-style-type: none"><li>○ Responsible in developing basic website company (Ikamedica) in HTML, CSS, and PHP</li></ul>		

## Related Work

<b>Project</b>	<b>Website</b>	<b>Sep 2016 - present</b>
<ul style="list-style-type: none"><li>○ <b>NIM Finder ITB</b> : Crawling NIM and name for each student in ITB using Scrapy in Python</li><li>○ <b>EEDays</b> : Develop event website based-on WordPress CMS, HTML, CSS, and PHP</li><li>○ <b>Mirtazani</b> : Develop ecommerce website based-on WordPress CMS, HTML, CSS, and PHP</li><li>○ <b>Kaiu-Interior</b> : Develop ecommerce website based-on WordPress CMS, HTML, CSS, and PHP</li><li>○ <b>Svarga</b> : Lead developer team as Project Manager. Redesign company website based-on WordPress CMS</li></ul>		
<b>Course</b>	<b>Object Oriented Programming</b>	<b>Feb 2017 - Apr 2017</b>
<ul style="list-style-type: none"><li>○ <b>Virtual Zoo</b> : Implementing OOP concepts in Java, consists of SOLID Principle, Inheritance and Polymorphism using IDE (IntelliJ IDEA)</li><li>○ <b>Completed Pong</b> : Inspired from classic game from Atari. inc Breakout and Game Pong. Complete Pong is created in Java with IntelliJ IDEA.</li></ul>		
<b>Course</b>	<b>Algorithmic Strategy Implementation</b>	<b>Feb 2017 - Apr 2017</b>
<ul style="list-style-type: none"><li>○ <b>Cryptarithms</b> : Solve Cryptarithms problem using Brute Force Algorithm in C++</li><li>○ <b>Bombberman Bot</b> : Make bot using Greedy Algorithm in C++ from game engine EntelectChallenge</li><li>○ <b>Sorting Algorithm</b> : Implementing Merge Sort, Quick Sort, Insertion Sort, and Selection Sort Algorithm in C++</li><li>○ <b>Firefighter RobotEV3</b> : Implementing DFS and BFS Algorithm in Lego Robot EV3 to solve line tracking maze in C</li><li>○ <b>Travel Salesman Problem</b> : Solve Travel Salesman Problem using Branch and Bound Algorithm in Python</li><li>○ <b>News Aggregator</b> : Crawling news and stored it in JSON. Implementing KMP and Boyer-Moore algorithm in C#</li></ul>		

## Related Course

### **Bandung Institute of Technology**

- |                                 |                                    |                        |
|---------------------------------|------------------------------------|------------------------|
| ○ Object Oriented Programming   | ○ Software Engineering Fundamental | ○ Database             |
| ○ Algorithmic strategy          | ○ Programming Fundamentals         | ○ Logic of Informatics |
| ○ Data Structure and Algorithms |                                    |                        |

## Organization

<b>Marketing &amp; Communications</b>	<b>IEEE Students Branch ITB</b>	<b>Mar 2017 - present</b>
<b>Project Manager</b>	<b>ITB Informatics Student Union</b>	<b>Sep 2016 - present</b>
<b>Brand Marketing Strategy</b>	<b>AIESEC</b>	<b>Feb 2016 - May 2016</b>

## Languages and Technology

**Languages & Markups:** Java, Python, C/C++, SQL, HTML, CSS, PHP, JavaScript, JSON  
**Tools & Practices:** Git, IntelliJ IDEA, Pycharm