
EDUCATION

UNIVERSITAS BRAWIJAYA Information Technology of Education • Bachelor's	2022 - 2025
	3.80 / 4.00

EXPERIENCE

FILKOM UB | Educational Institution**Archivist** • Oct 2024 - present

Collaborated with the Digital Media Development Unit in managing and organizing guest lecture data archives at the Faculty of Computer Science Universitas Brawijaya, ensuring all information is neatly documented and easily accessible to support academic activities.

Key achievements

- ★ Designed and implemented a digital learning video archiving system that improved video search efficiency by 90%.
- ★ Organized 2024 guest lecture data in a spreadsheet that improved accessibility of materials for academic staff.

Digital Instructional Environment Laboratory Practicum Assistant • Sep 2024 - Nov 2024

Manage and support practicum learning in the Digital Learning Environment, with a focus on developing a Learning Management System (LMS) using Moodle and developing Augmented Reality (AR) based learning media.

Key achievements

- ★ Developed 9 chapters of effective practicum modules, increasing student understanding by 95%.
- ★ Guided 44 students in understanding the material and solving technical problems related to Moodle, web server, database, and AR.
- ★ Organized the class efficiently through making attendance, managing Google Classroom, and preparing regular reports to the supervisor.

Operation System Laboratory Practicum Assistant • Feb 2024 - Jun 2024

Developed and managed a computer operating system related practicum for 32 students, focusing on improving understanding and practical skills of the LINUX operating system.

Key achievements

- ★ Developed structured practicum materials to support students' understanding of computer operating systems.
- ★ Guided students to complete practicum assignments, provided technical explanations, and solutions to technical problems.
- ★ Managing class administration, including attendance lists, reports to lecturers, and evaluation of learning outcomes.

Informatics Competition And Festival | UI/UX Competition**Project Manager** • Nov 2024 - Des 2024

Led the team in the development of an innovative UI/UX design solution with the theme Partnerships for the Goals for a national competition, ensuring the final result met the judges' criteria and user needs.

Key achievement

- ★ Successfully won 3rd place out of 150+ participants with the work title "Ecolink: A Collaborative Platform to Realize Circular Economy Through Clothes Recycling".
- ★ Produced a high-quality design prototype that was recognized as the best work to be implemented by the jury.
- ★ Managed and coordinated all team members, ensuring each stage of the competition was completed on time.

CREATE-IN 4.0 | UI/UX Competition

Project Manager • Okt 2024 - Nov 2024

Led the team in designing the app "DuaTangan: Aplikasi Penyaluran Pakaian Bekas untuk Mendukung Keberlanjutan dan Ekonomi Sirkular" for a national UI/UX competition, ensuring an innovative and functional design.

Key achievement

- ★ Achieved 2nd place out of 40+ participants.
- ★ Produced a design prototype as the best solution to support circular economy through an easy-to-use and efficient application.
- ★ Achieved the best score, with an average score of 91 in the proposal elimination stage.

SI FEST | UI/UX Competition

UX Designer • Aug 2024 - Sep 2024

Conduct user research and develop a user interface design that suits the target user needs for an educational application that helps adolescent girls improve their understanding of reproductive health.

Key achievements

- ★ Won 2nd place with "GIRLSTEEN: Aplikasi Edukasi dan Pendampingan untuk Remaja Perempuan Berbasis AI." out of 56+ participants.
- ★ Conducted comprehensive research to 30 potential users.
- ★ Produced application features with an intuitive design that was recognized by the judges as the best application design.

EDUHUB INCUBATOR | National Essay Competition

Member • Mar 2024 - Apr 2024

Developing innovative AI and IoT-based solutions in designing hybrid systems for energy optimization in villages by combining Solar PV and Wind Turbine.

Key achievements

- ★ Achieved Silver Medal out of 100+ participants.
- ★ Designed a renewable energy system that has the potential to increase energy efficiency in villages by utilizing the latest technology in AI and IoT.
- ★ Developed and presented a concept that was recognized by the panel of judges for the quality of innovation and sustainability of the solution offered.

LOMBA INOVASI DIGITAL MAHASISWA | Education Technology

Curriculum Developer • Nov 2023 - Jun 2024

Developing an innovative curriculum for learning computer hardware through the integration of digital teaching media and Problem-Based Learning (PBL) method, aiming to improve students' problem solving skills.

Key Achievements

- ★ Entered the top 10 teams with the work "Inovasi Pembelajaran Perangkat Keras Komputer melalui Integrasi Ragam Media Ajar Digital dengan Metode Problem-Based Learning." from 300+ participants.
- ★ Improved the problem solving skills of 15 students at SD Negeri 21 Malang in learning computer hardware.
- ★ Collaborated with the team to produce interactive and effective materials, media, and learning methods for learning computer hardware.

ORGANIZATIONAL EXPERIENCE ━━━━━━

SEPIA ID | Non Government Organization

Staff of Creative and Development • Des 2023 - present

Assist in the development and implementation of creative programs that support social, educational, and entrepreneurial missions.

Key Achievements

- ★ Implemented inspirational teacher gathering program with 30+ participants.
- ★ Improving digital marketing and UI/UX design skills of vocational students through Sepia UpSkills program.

TEMU GURU INSPIRATIF | Teacher Incubator

Head of Public Relation • Jun 2024 - Sep 2024

Lead a 3-member PR team to design and implement communication strategies that promote education programs for teachers across Indonesia.

Key Achievements

- ★ Collaborated with 3+ media partners.
- ★ Created 4+ promotional content on Instagram.
- ★ Created an Instagram account that increased program visibility by 40%.
- ★ Organized events and webinars that attracted 90% of target participants.

K-RISMA FILKOM UB | Student Research Organization

Treasurer • Mar 2024 - Des 2024

Manage the organization's finances and ensure efficient and transparent use of the budget to support the organization's work programs.

Key Achievements

- ★ Produced monthly financial reports that increased member confidence by 96%.
- ★ Manage the organization's budget efficiently and transparently.
- ★ Manage finances and ensure 15+ work programs are implemented without cost barriers.

Staff of Research and Development • Mar 2023 - Feb 2024

Collaborate with faculty, to support the team in the development and execution of technology and innovation-based research projects.

Key Achievements

- ★ Facilitated 35+ new student teams to develop scientific papers.
- ★ Organized a national level essay competition with 250+ participants.

YBM BRllian Malang | Yayasan

Volunteer Of Public Relation • May 2023 - Oct 2023

Assigned to help manage public relations and organizational communications, as well as expand the network and promotion of the foundation's mass circumcision program to the community.

Key Achievement

- ★ Building relationships with mass circumcision event stakeholders.
- ★ Increasing community participation in the mass circumcision program.

WaJar KBMDSI FILKOM UB | Student Organization

Staff of Creative • May 2023 - Sep 2023

Teaching and managing grade 1 learning, ensuring dance materials and interactive learning.

Key Achievement

- ★ Improved digital literacy skills of 29 grade 1 elementary students.
- ★ Developed interactive curriculum for 4 meetings.

CODE | Essay Competition Event

Head of Event Division • May 2023 - Oct 2023

Led 3 members of the event division in organizing a nationwide essay competition, managing all aspects of the event to ensure smooth execution.

Key Achievement

- ★ Led the event division and organized an essay competition with 200+ participants.
- ★ Increased participation by 50%.
- ★ Created a new competition for high school students to improve high school students' skills in competition and essay writing.

LICENSE AND CERTIFICATION —————

- ★ UX Designer by IBM SkillsBuild (2024)
- ★ Database Design and Database Programming with SQL by Oracle (2024)
- ★ Product Management by Apiary Academy (2023)
- ★ Basic Programming by Dicoding (2023)
- ★ IT Support by Coursera (2023)