Lauda Dhia Raka

Informatics Undergraduate Student
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Informatics Undergraduate specializing in Full-Stack Development, System Architecture, Applied AI, and Multi-Agent Systems.

EXPERIENCES

Fullstack Developer • Pt. Elnusa Fabrikasi Konstruksi
September 2025 – December 2025 | Jakarta Selatan, DKI Jakarta

Developed a full-stack job portal using Vue.js, Express.js, and PostgreSQL, integrating a Gemini-powered assessment engine to auto-assess and filter candidate applications while securing user data with Multi-Factor Authentication (MFA).

Laboratory Assistant • Informatics Lab, Telkom University
February 2025 – September 2025 | Bandung, West Java

- Led practical lab sessions for 2nd and 3rd-year students, teaching core concepts and guiding projects in Object-Oriented Programming (OOP) and Operating Systems

Backend Developer • Humic Laboratory, Telkom University
September 2024 – November 2024 | Bekasi, West Java

- Developed a Content Management System (CMS) for the ICICYTA conference scheduling website using Laravel.

Fullstack Developer • Pt. Sintesa Inti Prestasi
July 2024 – September 2024 | Bekasi, West Java

- Developed a New Student Admissions (PPDB) system for schools using Laravel as the backend framework, Quasar Vue.Js as the frontend framework, and integrated version control with Git, ensuring efficient collaboration and code management.
- Authored technical documentation for the Sintasi Telemedicine and Sintasi PPDB projects.

Teaching Assistant • Telkom University
January 2024 – Present | Bandung, West Java

- Supported the professor in conducting the Discrete Mathematics and Data Structure course, providing guidance and mentorship to 40+ first-year students.

Head of Games and Gadget Division • Central Computer Improvement, Telkom University
November 2023 – November 2024 | Bandung, West Java

- Led and coordinated all activities and projects related to Game Development for the division.

Mentor • KONTENT HIMA IF, Telkom University
October 2023 – August 2025 | Bandung, West Java

- Mentored new students in the Golang programming language, providing technical guidance and academic support.

Member • Advanced Software Engineering Laboratory
November 2023 – Present | Bandung, West Java

- Studying and applying advanced software engineering principles to visual media and game development projects.

EDUCATION

Telkom University   September 2022 – January 2026
Informatics Undergraduate

- GPA: 3,8

NOTABLE PERSONAL PROJECTS

LMS EFK – Agentic AI Powered Learning Management System
https://www.lms-efk.live
- Developed an Agentic AI powered learning management system with autonomous system to create and grade courses.

UK Cobenefit 2025 – Data Visualization
https://uknetzeroadvocate.live
- A high-performance web map application using MapLibre GL JS with PMTiles vector tiles for displaying hierarchical geographic data with on-demand tile loading.

HireIt AI – Agentic AI
https://hireit-ai.vercel.app
- Developed HireIT AI, a production-ready multi-agent recruitment automation system built on IBM watsonx Orchestrate

Overbeat – Racing Game
https://github.com/elderaka/Unity-Compfest-17
- Served as Project Manager and Programmer game development project built with Unity, creating a Rhythm Game clashed with Racing Simulator for a Game Dev Competition.

Book Genre Classification from Cover – Computer Vision
github.com/elderaka/menilai-buku-dari-sampulnya
- Built and trained a Convolutional Neural Network (CNN) in Python and TensorFlow to classify book genres from cover art, utilizing a custom dataset.

MASONRY – Multi-Agent NPC Simulation
github.com/elderaka/MASONRY-Multi-Agent-Simulation-Of-NPC-in-Minecraft-ecosYstem
- Developed an agent-based simulation in Unity (C#) to explore and model collective NPC behaviors within a Minecraft-style ecosystem.

MBTI Personality Classification Based on Analysis Text with TF-IDF – Machine Learning
github.com/elderaka/mbti-personality-classification-based-on-analysis-text-with-tf-idf
- Trained and compared multiple machine learning models (e.g., Logistic Regression, Naive Bayes, XGBoost) to classify MBTI personality types from user-provided text.

Nirwana Pancarona – Indie Game
github.com/elderaka/paraindigo
- Developed a 2D bullet hell game using GameMaker Studio and GameMaker Language (GML), engineering player mechanics, complex enemy attack patterns, and multi-stage boss fights.

TECHNICAL SKILLS

- **Backend:** Golang, Node.js (Express), Python (Flask), Java (Spring Boot), PHP (Laravel)
- **Frontend:** JavaScript (Vue.js, React.js), HTML5, CSS3
- **Mobile:** Dart (Flutter), Kotlin
- **Machine Learning:** Python (TensorFlow, Scikit-learn)
- **Databases:** PostgreSQL, MySQL, MongoDB, Firebase Realtime DB
- **Game Development:** Unity (C#), Godot (GDScript), PICO-8 (Lua)
- **DevOps & Tools:** Git, AWS, Docker, Postman, Linux, Grafana, Figma

LANGUAGES

- English – Professional
- Indonesian – Native
- Japan – Conversational