

# Farhan Putra Bunga Mayang

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## PROFILE

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A highly motivated Information Systems fresh graduate with a dual passion for developing user-centric web applications and analyzing data to drive solutions. My core specialization is in full-stack web development, an expertise solidified through the MBKM Front-End and Back-End program, where I honed my ability to build responsive websites with a strong UI/UX focus. Complementing my technical skills, I possess practical experience in data analysis and management, including data entry and processing. I am an excellent communicator and a highly adaptable team player, able to quickly integrate into new work environments. I thrive in collaborative settings and have a natural curiosity that drives me to constantly discover and learn new things.

## KEY SKILLS & COMPETENCES

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**Software :** Tableau, Google Colaboratory, Microsoft Office, Google Workspace, Power BI, Visual Studio Code

**Skillset :** Public Speaking, Leadership, Analytical Thinking, Problem Solving, Data Visualization, Business Understanding, Story Telling, Project Management, Communicative.

## EDUCATION

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**Gunadarma University**

September 2021 – September 2025

*Bachelor of Information Systems – GPA: 3.76/ 4.00*

**Dicoding Indonesia**

February 2024 – June 2024

*(MSIB) Pengembang Front-End Web dan Back-End*

## PROFESSIONAL & ORGANIZATION EXPERIENCE

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**Al Ma'ruf festival, Al Ma'ruf Islamic Senior High School**

August 2019 – August 2020

*Volunteer – Logistics & Equipment Division*

- Responsible for the procurement, inventory management, and distribution of all event equipment.
- Ensured all technical equipment (sound systems, projectors) functioned optimally throughout the event.
- Collaborated with other divisions to meet their logistical and technical needs.
- Managed inventory and ensured all assets were returned in good condition post-event.

## PROJECTS

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### TEAMS

- **2024: Final Project Front-End dan Back-End (Dicoding Indonesia) (3 People)**

As a core team member, I contributed to the design and development of an interactive digital library platform aimed at increasing children's interest in reading. My responsibilities included implementing a user authentication system (registration and login) to provide a personalized experience, and developing the platform's main feature: a digital book catalog equipped with categorization and a search system for

easy navigation. Furthermore, I designed and developed a responsive, kid-friendly user interface (UI) to ensure an optimal user experience (UX) across various devices. Throughout the project, I actively collaborated with the team using version control systems like Git to maintain an efficient development workflow.

- **2024: Luqman-Kost (Gunadarma University) (4 People)**

As a core team member, I contributed to the design and development of a boarding house listing platform (Website Kost) aimed at simplifying the accommodation search process. My responsibilities included implementing a user authentication system (registration and login) to provide a personalized experience, and developing the platform's main feature: a comprehensive room catalog equipped with filtering capabilities (e.g., price, location) and a search system for easy navigation. Furthermore, I designed and developed a responsive, intuitive user interface (UI) to ensure an optimal user experience (UX) across various devices. Throughout the project, I actively collaborated with the team using version control systems like Git to maintain an efficient development workflow.

## INDIVIDUAL

- **2024: Laptop Price (Part of assignment of Lembaga Sertifikasi Profesi Gunadarma)**

I created a project to help a person in determining what decision to consider in buying a laptop, visualization using public tableau and data processing using Google Colab

## COURSES & TRAINING

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### LEPKOM UG (Lembaga Pengembangan Komputerisasi Universitas Gunadarma)

• <i>FUNDAMENTAL WEB PROGRAMMING</i>	<i>February 2022</i>
• <i>FUNDAMENTAL DESKTOP PROGRAMMING</i>	<i>August 2022</i>
• <i>C# FOR BEGINNER</i>	<i>February 2023</i>
• <i>Building Website using HTML 5</i>	<i>March 2023</i>
• <i>GO-LANG FOR BEGINNER</i>	<i>August 2023</i>
• <i>C# FOR INTERMEDIATE</i>	<i>February 2024</i>
• <i>GO-LANG FOR INTERMEDIATE</i>	<i>August 2024</i>
• <i>Data Preparation for Business Processes</i>	<i>September 2024</i>
• <i>Creating Business Intelligence</i>	<i>May 2025</i>

### Dicoding Indonesia (Front-End dan Back-End)

• <i>Pengenalan ke Logika Pemrograman (Programming Logic 101)</i>	<i>February 2024</i>
• <i>Belajar Dasar Pemrograman Web</i>	<i>February 2024</i>
• <i>Belajar Membuat Aplikasi Back-End untuk Pemula</i>	<i>February 2024</i>
• <i>Belajar Membuat Aplikasi Front-End untuk Pemula</i>	<i>February 2024</i>
• <i>Belajar Fundamental Front-End Web Development</i>	<i>February 2024</i>
• <i>Memulai Dasar Pemrograman untuk Menjadi Pengembang Software</i>	<i>February 2024</i>
• <i>Belajar Dasar Pemrograman JavaScript</i>	<i>February 2024</i>
• <i>Meniti Karier sebagai Software Developer</i>	<i>February 2024</i>
• <i>Belajar Dasar Git dengan GitHub</i>	<i>February 2024</i>
• <i>Menjadi Front-End Web Developer Expert</i>	<i>February 2024</i>