



Felix Octaniel Telaumbanua

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About Me

I am Felix Octaniel Telaumbanua, an active Informatics student at Multimedia Nusantara University (UMN). I have a strong interest in information technology, particularly in programming and application development. As a detail-oriented and logical thinker, I strive to solve problems effectively and continuously improve my technical skills and knowledge in the tech industry. With a hardworking attitude, I aspire to contribute to the development of impactful technological innovations in the future, especially in the field of artificial intelligence (AI) and its real-world applications.

Education

| 2020 – 2023 | St. Xaverius Private Senior High School | Science

Focused on subjects such as mathematics, physics, biology, and chemistry, developing strong analytical and problem-solving skills.

| 2023 – Present | Multimedia Nusantara University | Bachelor of Informatics

I am currently pursuing a degree in Informatics with a focus on technology development, programming, innovation in information technology, and the application of artificial intelligence (AI) in digital solutions.

Experience

| 2025 – Present | Coordinator Website Development | Front-end & Back-End

Responsible for planning, developing, and coordinating the website development team. Managed both front-end user interface and back-end system logic, ensuring seamless integration between design and functionality.

| 2025 – Present | Assistant Laboratory Informatics | Operating Systems

Assisted lecturers during Informatics laboratory sessions by guiding students through programming exercises, software usage, and basic troubleshooting. Provided instructional support to help students understand technical concepts and complete lab assignments effectively.

| 2024 – 2025 | Game Development Club | Programming Instructor

Teach C# programming in Unity and game development to club members. Focused on building technical skills in interactive and innovative game creation, while guiding members to understand programming and game design concepts.

Skills

Technical Skills:

| HTML | CSS | C | JavaScript | React JS | UI/UX Design | Node JS | Express | PHP | Laravel | Rust | Java | Python | MySQL | MongoDB | Tailwind CSS | Database Management | Operating Systems | GitHub | Git |

General Skills:

Public Speaking | Person in Charge (PIC) | Teaching | Leadership | Problem Solving | Team Collaboration