



Hendry Anastacia Chandra

Address : Jakarta Timur, Cakung Timur. Jakarta Garden City, Jalan Cassia III No. 69
Phone : 08111866190
Email : anastaciahendry@gmail.com | hendry.chandra@binus.ac.id
LinkedIn : www.linkedin.com/in/hendry-anastacia-chandra
Portfolio : <https://hendrychndr.github.io/Portfolio/html/index.html>

ABOUT ME SUMMARY

My name is Hendry Anastacia Chandra, a Computer Science - Software Engineering undergraduate at Binus University @Bekasi with a passion for Teaching, UI/UX design, and web development. In 2024, I serve as the Chairman of KMBD Binus University Bekasi for the 35th period, leading initiatives to foster community growth and support member development. I am eager to expand my knowledge and contribute my skills in a collaborative and dynamic environment.

EXPERIENCE & ACHIEVEMENTS

Chairman of KMBD Bekasi 35th Period January 2024 - Present

- Led a team to develop initiatives supporting member engagement, skill development, and community growth.
- Organized several events and activities
- Established partnerships with local organizations and with other KMBD regions to broaden networking opportunities.

Competitions & Achievements

- **1st Place - UI/UX Design, Invofest National IT Competition (September 2024 – October 2024)**
 - Awarded 1st place in the UI/UX Design category for the theme "AI Challenge: Gen Z's Quest for Digital Sustainability," showcasing innovative, user-centered solutions aimed at promoting sustainable digital practices through AI-driven design.
- **Participant - Protoathon International Prototype Design Competition (April 2024 – May 2024)**
 - Participated in an international competition focused on "Education Technology for Disability," developing a prototype to enhance accessibility and inclusivity for disabled learners.

Activist of KMBD Bekasi 34th Period January 2023 - December 2024

- Assisted in organizing and actively participated in Dhamma and social activities, contributing to community engagement and spiritual growth within KMBD.
- Served as Event Chair for Penerimaan Mahasiswa Baru and Welcoming Party, coordinating logistics, managing teams, and ensuring a smooth, welcoming experience for new students.
- Contributed as a Division Member for DV Life, an environmental initiative aimed at promoting volunteer efforts to make the environment cleaner and more vibrant.

Freshmen Leader & Freshmen Partner July 2023 - June 2024

- Led the Orientation & Transition Program (OTP) for 9 freshmen over three months, organizing activities and helping them acclimate to campus life and academic expectations.
- Assisted and supervised 11 Bina Nusantara Students majoring in Computer Science - Software Engineering in their first year as Undergraduate Students

EDUCATION

Bachelor of Computer Science - Software Engineering (Undergraduate) 2022 - Present

Binus University @Bekasi

- Expected Graduation: 2026
- Core Courses: Algorithm and Programming, Introduction to Software Engineering, Software Design, Data Structures, Machine Learning, Human-Computer Interaction, and Software Security

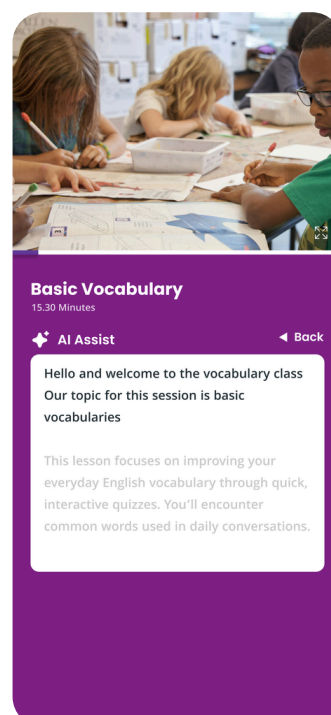
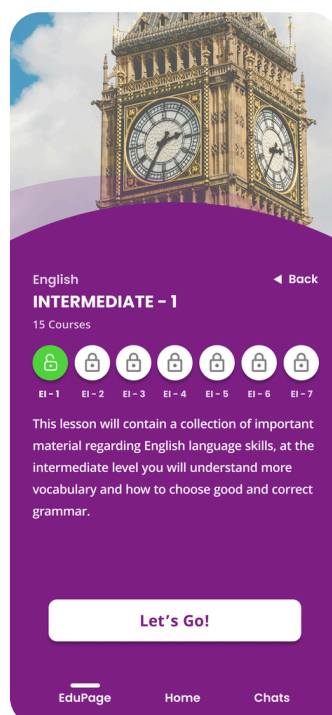
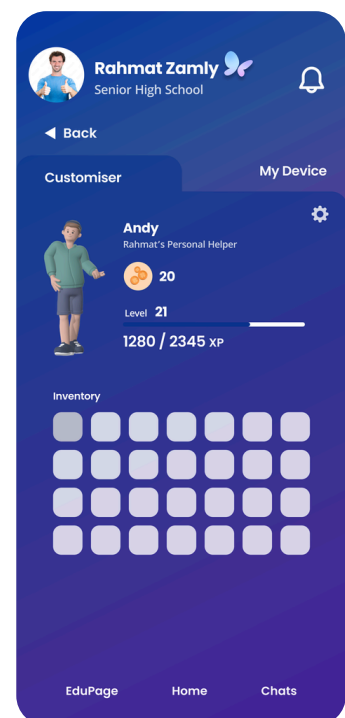
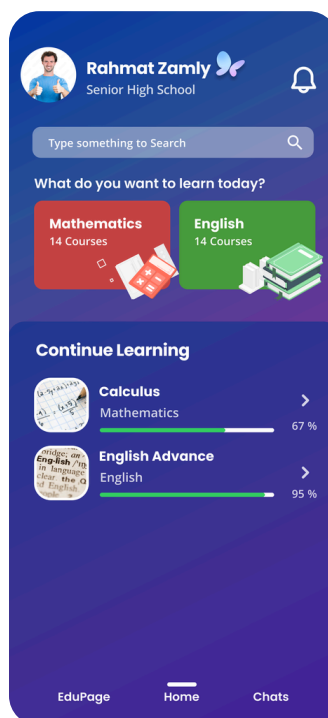
ADDITIONAL INFORMATION

- **Technical Skills:** HTML, CSS, JavaScript, C, Python, Java, MySQL, Figma
- **Soft Skills:** Team leadership, communication, problem-solving, adaptability, attention to detail, critical thinking, empathy, time management
- **Languages:** English (Fluent), Indonesian (Native)

PROJECTS

EduMate (Figma)

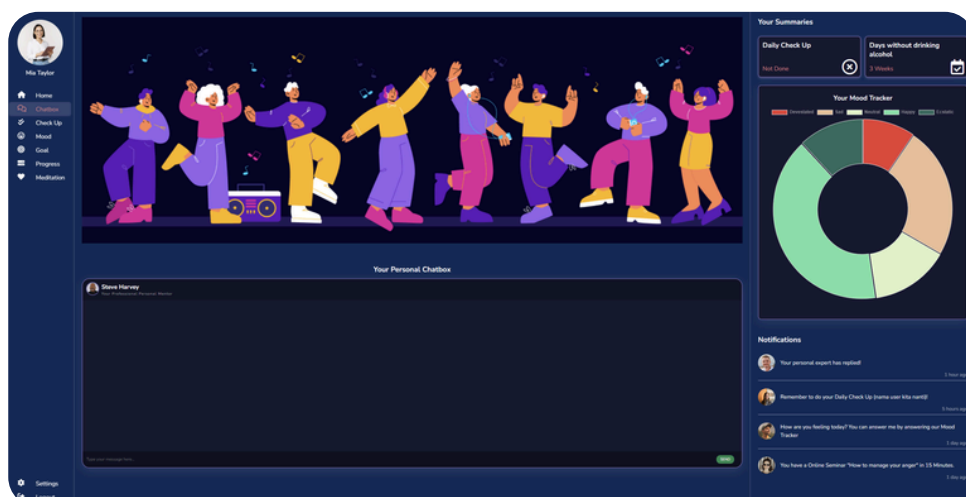
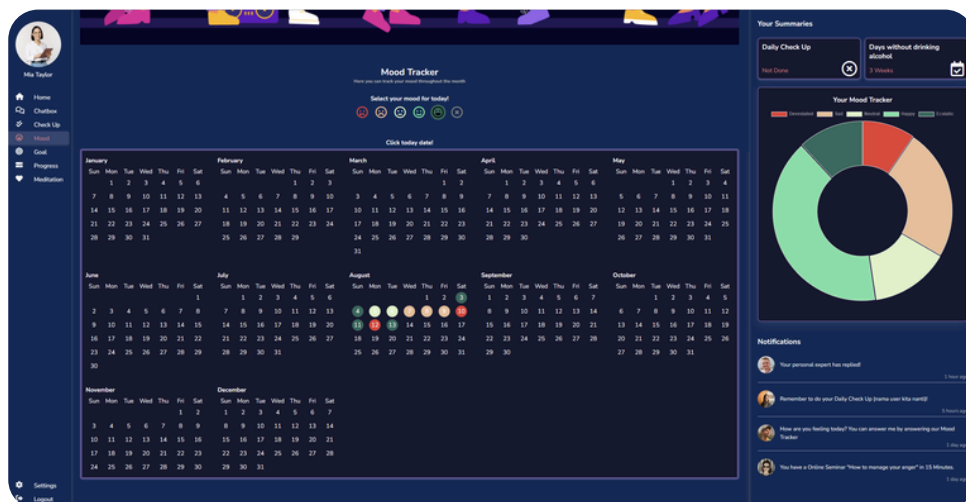
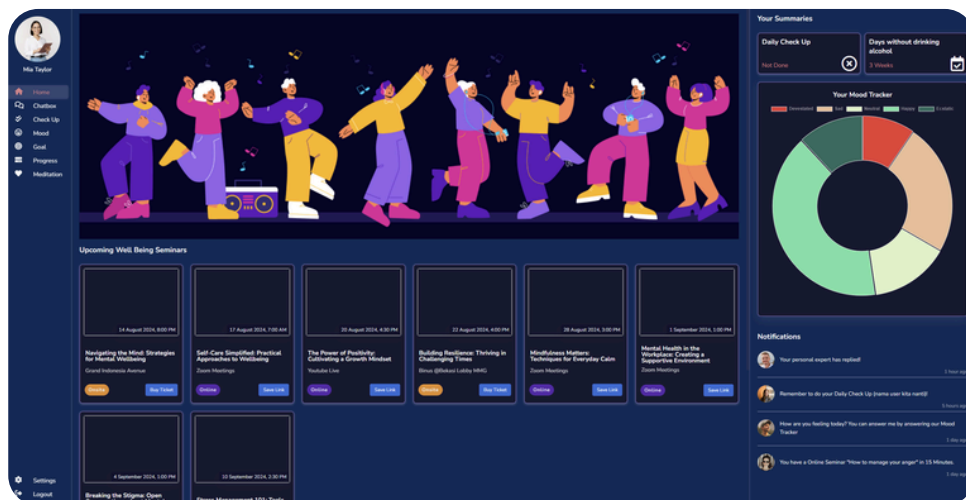
- EduMate is an AI-powered education platform designed to enhance learning experiences and promote inclusivity for individuals with disabilities. Developed collaboratively with two colleagues for competitions, it focuses on leveraging AI to create accessible and meaningful educational opportunities. The platform's design was meticulously crafted with a thoughtful color palette, clean typography, and intuitive layouts to ensure usability and engagement. Features like the customizable EduMate mascot foster a personal connection, while maintaining accessibility for diverse users. Grounded in user research and iterative testing, EduMate delivers a seamless and impactful learning experience tailored to the unique needs of individuals with disabilities.
- Achievement:** 1st Place - UI/UX Design, Invocest National IT Competition
- Preview:** <https://www.figma.com/proto/JJQuRoz5xGIVg3ly65b3y5/PROTOMK.3?page-id=0%3A1&node-id=2-29&scaling=contain&content-scaling=fixed&t=b0qg7GhCwYLnL8TO-1>



PROJECTS

WellMind (HTML, CSS, JavaScript)

- WellMind is a prototype design focused on improving mental well-being. Developed as part of a Human & Computer Interaction project, it prioritizes accessibility, ease of use, and mental health support tailored to diverse user needs. The platform's design reflects a thoughtful approach to promoting mental well-being. A calming purple color palette, clean typography, and intuitive layouts create an environment that fosters relaxation and engagement. Key features like the Mood Tracker and Check-Up Page encourage self-reflection and daily mindfulness, while the Chat Page connects users to professionals and peers for support. Through inclusive design principles and user-centric research, WellMind delivers a holistic and accessible mental health experience, empowering users to take charge of their mental well-being.
- Preview:** <https://hendrychndr.github.io/WellMind/html/home.html>



PROJECTS

EduBridge (HTML, CSS, JavaScript)

- EduBridge is a self-learning and note-sharing platform designed to empower students by providing seamless access to educational resources and collaborative tools. This project bridges the gap between students and learning materials with a user-friendly interface and innovative features that enhance the educational experience. The platform's design emphasizes simplicity, functionality, and engagement. A blue accent color symbolizes trust and knowledge, reflecting the platform's educational focus, while clean typography and intuitive layouts ensure a smooth user experience. Key features like the Notes Page foster collaboration among students, while the Courses and Playlist Pages offer streamlined access to curated learning content. EduBridge combines accessibility with interactivity, creating a holistic environment where students can explore, share, and achieve their learning goals with ease.
- Preview:** <https://hendrychndr.github.io/EduBridge/home.html>

