

Nandhitta Aemy

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ABOUT ME

As a passionate student of informatics engineering, I have a strong interest in software development and information technology. I have solid knowledge in programming, database, design, and computer networking, as well as good analytical and problem-solving skills. I am highly motivated to learn and grow and ready to take on new challenges and contribute to a dynamic work environment.

EDUCATION

SILIWANGI UNIVERSITY 2020 - Present
Bachelor of Engineering, Major in Informatics; Minor in Multimedia and Game Technology. 3.73/4.00

EXPERIENCE

Freelance Designer 2020 - Present

- Worked on diverse projects for various clients, including graphic design, logo design, and user interface design.
- Produced captivating designs that strengthened brand image and improved user experience.

BASTOH, SEMBILAN COMPANY Tasikmalaya, Indonesia
Host Live March 2023 – April 2023

- Hosted live sessions on TikTok and Shopee, effectively presenting product information and influencing audience purchasing decisions.
- Collaborated with partners and production teams to develop engaging content, surpassing sales targets by increasing viewership and conversions.

HIMPUNAN MAHASISWA INFORMATIKA Universitas Siliwangi
Event Division July 2022 – August 2022

- Played a key role in planning, organizing, and executing event agendas during OMBUS
- Developed strong leadership, teamwork, and communication skills through this experience.

FEATURED PROJECTS

GAME PROGRAMMER
Space Shooter! May 2023

- Involved in developing the game as a programmer and collaborating with a 4-member team to create an engaging and well-performing game.

DIRECTOR AND EDITOR VIDEO ANIMATION
Lost in The Woods: A Tale of Friendship with A Cute Monster May 2023

- Responsible for concept design, storyboarding, and editing the animation video, achieving above-average ratings upon timely project completion.

PROGRAMMER
Chestega June 2022

- Led the implementation of steganography in a web-based chess game using PGN notation, enabling users to encrypt and decrypt messages.

KOPMA Unsil December 2022

- Developed an online self-service and management application. Succeeded in presenting a functional and intuitive website for users, which allows users to make more effective transactions.

UI/UX DESIGNER
Self-Service Japanese Restaurant December 2021

- Led the design of responsive and visually appealing UI prototypes for a Japanese restaurant website, ensuring a satisfying and intuitive user experience.

KEY SKILL AND INTEREST

- Interpersonal Skill : Communication, Public Speaking, Leadership, Team work, Critical Thinking, Problem Solving, Creative, Time Management, Adaptability.
- Technical Skills: Python, C#, C++, CSS, HTML, Microsoft Office, Graphic Design, UI/UX Design, Multimedia Editing, Web Design, Branding, Typography, Prototyping, Digital Marketing, Project Management.