INDAH MURSYIDA BAHRINA

+6282173132215 • indahbahrina@gmail.com • github.com/indahmursyida • linkedin.com/in/indahmursyidab • Graha Raya, Tangerang Selatan, Banten 15324

SUMMARY

- **Strong understanding in programming.** Teaching computer science students courses: database administration, object-oriented programming, Algorithm Design and Analysis, and others.
- A fast learner and an ambitious person. Maintained high GPA and scholarship. Also acceleration class in middle school and always got 1st rank in high school.
- Good communication and teamwork skills. Participated in Bina Nusantara Computer Club for 2 years including CFO for 1 year.
- Good time management. Maintained high GPA (3.76 of 4.00) while also active in organization and teaching.

EDUCATION

2019 - 2023 (expected) • Bina Nusantara University

- Received BSLC (Binus Student Learning Community) Scholarship
- Streaming: Database Technology
- Current GPA: 3.76 of 4.00

EXPERIENCES

Algorithm and Programming Tutor

Sept 2021 - Present

Binus Student Learning Community

- Only 12 people selected out of 250 applicants according to the requirements.
- Tutoring a class of 60 people with helpful study habits and exam strategies using appropriate resources to stimulate subject knowledge and improving critical thinking skills.

Chief Financial Officer

Sept 2020 - Sept 2021

Bina Nusantara Computer Club

- · Added a new subdivision: Creative Team.
- Guiding 3 subdivision of 15 member each (around 10 events yearly and 150 members).

Computer Science Mentor

Sept 2020 - July 2021

Binus Student Learning Community

- Got accepted after being selected according to the requirements and passed the training.
- Teaching and assisting 5 students peer to peer in Computer Science area, delivering knowledgeable mentoring to students and study guides on subject matter.

C Programming Instructor

Sept 2020 - Feb 2021

Bina Nusantara Computer Club

- Creating guides and course materials to reiterate lecture information and help students.
- Teaching 2 classes of 30 students

PROJECTS

• Software Engineering Project: Food Picker Application and Figma Prototype. (graded 'A')

Exposed to software development environment and life cycle, consisting of filter food containing allergens for users, filter food based on tags/categories, and randomize food based on tags/categories. Using HTML, CSS, and Javascript.

· Personal Project: Food List and Blog

CRUD Website using Laravel framework. Also can display the sorted items and find items by any keyword.

SKILLS

- Programming Languages: C and C++ (2 years experience), Java (1 year experience), SQL (1 year experience), PHP with Laravel framework (6 months experience), Javascript.
- Tools: Dev C++, Visual Studio Code, SQL Server Management Studio, Eclipse, Figma.