Jenyta Primaranti

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Passionate about technology, art, and business. I am proficient in graphic design software, allowing me to create engaging and visually appealing content across various online platforms. I possess front-end development skills using HTML5, CSS3, and JavaScript, as well as back-end experience with PHP and MySQL. With a strong focus on continuous learning and an ability to think critically, I am detail-oriented and thrive in collaborative environments. I am enthusiastic about contributing my skills to create exceptional web solutions and drive business growth.

EXPERIENCE

SaBo (Smart Border) Cloud Computing Engineer, Bangkit Academy — June – July 2023

- Collaborated with a Cloud Computing team to develop and deploy APIs apps on Google Cloud Platform.
- Coordinated with the Mobile Development team to enhance the application design and user experience.
- Architected and maintained cloud infrastructure using GCP services.
- Assisted in preparing budget reports for cloud infrastructure needs and overall team expenses.
- Implemented video streams using RTMP and VLC for project testing due to limited hardware availability.
- Demonstrated problem-solving skills by identifying and resolving complex technical challenges during the development and deployment of the Capstone Project.
- Acquired effective communication and teamwork skills through collaborating with multidisciplinary teams and presenting project progress and outcomes.

Arena Unggul (Tournament) Front-End Developer, Esa Unggul Univ — June – July 2022

- Developed and implemented the Register page for the Arena Unggul website.
- Assisted in modifying the Login page in collaboration with other Front-End developers.
- Conducted research to create the Bracket feature for the website.
- Designed and integrated a Bracket theme into the website.
- Completed the Homepage, including the tournament navbar, feedback, account, login button, and Arena Unggul content.
- Created the logo and favicon for the Arena Unggul website.
- Documented Front-End modules and their functions for the Documenter to include in the report and user guide.
- Added a team navbar showcasing the developer team of the Arena Unggul website.
- Contributed to creating the Quality Assurance report.

The FoodHall Application, Esa Unggul Univ — December 2021 – January 2022

- Developed The FoodHall Application as a transactional tool, akin to a cashier machine, for recording per-item purchases and other transactions.
- Involved in application design, coding, and implementation of The FoodHall Application.
- Collaborated with team members to gather internet and additional sources for coding and development.
- Responsible for recording and editing the demo video, with script preparation and assistance from a team member for dubbing.
- Wrote captions and promotional content for The FoodHall Application using various copywriting sources.

EDUCATION

S1 Information System, Esa Unggul University — September 2020 – 2024

- IPK: 3,92/4,00 (24 SKS)
- Participated in student leadership training at Esa Unggul University.
- Recipient of the Maybank Achievement Scholarship twice.
- Engaged in 24 volunteer activities both on and off-campus, substantiated by participation certificates for each volunteer endeavor.
- Involved in 4 organizations within and outside the campus.

- Possess 2 work or internship experiences.
- Earned over 20 certification training in academic and non-academic skills and expertise outside the campus.

ORGANIZATION EXPERIENCE

Head of Media & Networking Division, Lembaga Dakwah Kampus Ikatan Keluarga Muslim Indonusa (LDK IKMI UEU KHI) December 2022 – 2023
- Effectively communicated and managed all forms of information pertaining to design, photo editing, and poster creation within the organization.
- Delivered timely and relevant Islamic spiritual information that was beneficial and up-to-date for the university students.
- Created engaging and creative content through various social media platforms and other communication channels.
- Coordinated the formulation of plans and empowered members within the Media Division.
- Conducted studies and evaluations to assess the effectiveness of the division's programs.
- Evaluated the performance of all Media Division members based on established criteria.
- Collaborated with a team of over 5 media members to accomplish organizational goals.

Minister of Public Relations, Ikatan Mahasiswa Fakultas Ilmu Komputer (IMFASILKOM UEU KHI)
June 2022 – April 2023
- Composed and distributed press releases and information to the public regarding the organization.
- Generated content for mass media and digital platforms.
- Fostered strong relationships and effective communication with all stakeholders, both internal and external to the organization.
- Served as a liaison between students and external parties, including collaboration partners and relevant stakeholders.
- Prepared administration, conceptualized ideas, and developed publication strategies for various activities.
- Discerned relevant information to be disseminated to the public, ensuring appropriate messaging.
- Evaluated the effectiveness of organized activities and implemented necessary improvements.
- Provided recommendations and suggestions regarding program continuity or discontinuation.
- Garnered support and cultivated student interest in the organization's activities and events.
- Secured suitable venues for the execution of activities and events.
- Managed all communications with external parties during the course of events.
- Successfully attracted 55 participants during the Gathering FASILKOM with Alumni event.
- Led a team of over 20 participants from various divisions, such as creative media, events, public relations, and student council, as the lead organizer of the Berbagi Bersama IMFASILKOM event.
- Successfully attracted new member registrations and conducted interviews for 33 applicants during the first batch of open recruitment.

Media & Networking Division, Lembaga Dakwah Kampus Ikatan Keluarga Muslim Indonusa (LDK IKMI UEU KHI) December 2021 – December 2022
- Communicated and managed diverse forms of information pertaining to design and editing of photos and posters.
- Provided up-to-date, factual, and beneficial information on Islamic spirituality relevant to university students.
- Presented engaging and creative content through various social media platforms and other communication channels.

Information Technology Manager, Prestasi Generasi Muda Nusantara (PRESIDARA) Augustus 2021 – December 2022
- Developed and managed all social media platforms for Presidara.
- Accountable for various links and access related to Presidara's activities.
- Coordinated all aspects related to web and other social media channels.
- Planned and created an engaging content plan as a means to build Presidara's branding.
- Assisted the Design Division in creating posters and other design-related materials.
- Participated in interview selection for new members of the second generation of Presidara.

- Served as the Head of the Information Technology Division, providing guidance and overseeing the tasks of new members to ensure smooth operations.
- Coordinated strategic planning and empowerment initiatives within the division.
- Successfully attracted the participation of more than 10 attendees during the four-week "Tumbuh dan Berkembang" (TUMBANG with Presidara) event.

CERTIFICATION

- **Contributor Certification – IMFASILKOM UEU 2022/2023 Human Relations and Assessor's role in Coding Class & Coding Festival**
- **Contributor Certification – IMFASILKOM UEU 2022/2023 Minister of Human Relations's role**
- **Contributor Certification – LDK IKMI UEU 2022/2023 Head of Media & Networking Division**
- **Contributor Certification – Prestasi Generasi Muda Nusantara 2021/2022 Information Technology Manager**
- **Graduation Certification – Bangkit Academy 2023 Cloud Computing Specialization (Final Score 95,43/100)**
- **Graduation Certification – Belajar Membuat Aplikasi Back-End untuk Pemula by Dicoding Indonesia 2023**
- **Graduation Certification – Google Cloud Computing Foundations 2023**
- **Professional Certification – Google IT Support 2023**

HONORS & AWARDS

- **Graduate with Distinction with no red-flags** — July 2023
  Recognized as one of the top 500 out of 4079 Bangkit Academy graduates.
- **Top 1000 performing students in English courses & tests** — July 2023
  Ranked among the top 1000 performing students in English courses and tests, selected from 5013 Bangkit Academy students.
- **1000 Most Active Students in the ILT session (Tech and Soft Skills)** — July 2023
  Ranked among the top 1000 active students in the ILT session, selected from 5013 Bangkit Academy students.
- **5 students with top interaction on Weekly Consultation** — July 2023
  One of the top 5 students with the highest interaction on Weekly Consultation, chosen from 25 CC-17 classmates at Bangkit Academy.
- **Best 68 Product-based Capstone Projects** — June 2023
  Ranked among the Best 68 Product-based Capstone Projects out of 787 Projects, recognized as one of the top projects in the Digital Government Transformation theme at Bangkit Academy.
- **Best Questions in Guest Speaker Session or other Mandatory Lecturing Sessions** — May 2023
  Chosen as one of the top 5 best questions in the Guest Speaker Session and other Mandatory Lecturing Sessions at Bangkit Academy.
- **TOP 50 Showcase Story of Time Management** — April 2023
  Selected among the top 50 Showcase Story of Time Management from 155 stories at Bangkit Academy.
- **Best Group Award in Object-Oriented Programming Project** — January 2022
  Awarded Best Group Award in Object-Oriented Programming Project, ranking among the top 3 out of 5 teams during the third semester.

SKILL

Soft skill:
- Active Communication
- Detail-Oriented
- Time Management
- Continuous Learning
- Critical Thinking
- Adaptability
- Project Management
- Collaboration & Teamwork

Hard skill:
- Front-End: **HTML5, CSS3, Bootstrap, JavaScript**

- Back-End: **PHP** and **MySQL**
- Tools & Programming: **Git, Github, REST API, Java, Python,** and **Node.js**