# JONATHAN WIJAYA

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A passionate and driven Informatics undergraduate at Universitas Kristen Duta Wacana Yogyakarta, with strong interests in Front-end Development, Software Engineering, and UI/UX Design. Proficient in various programming languages, including Python, HTML, CSS, JavaScript, SQL, and basic knowledge of PHP, Java, and Kotlin. Demonstrates excellent teamwork, communication, and time management skills through participation in student committees. Eager to grow professionally and contribute to impactful software projects.

## Work Experiences

#### Universitas Kristen Duta Wacana - Yogyakarta, Indonesia

Feb 2025 - Present

Assistant Lecturer for Web Programming

- Instructed 30+ undergraduate students in weekly web programming lab sessions, focusing on practical applications of HTML, CSS, JavaScript, and PHP.
- Developed coding exercises and mini-projects to support student learning and encourage hands-on practice.
- Evaluated and graded student submissions with directly detailed feedback, ensuring fair evaluation and timely updates to the academic system for over 450+ assignments per semester.

#### Universitas Kristen Duta Wacana - Yogyakarta, Indonesia

Feb 2024 - Jun 2024

Assistant Lecturer for Computer Networks

- Supported the learning process of 30+ undergraduate students by assisting in weekly lab sessions and offering guidance on core
  networking topics such as IP addressing, subnetting, and routing logic.
- Contributed to the implementation of 9 hands-on assignments designed to strengthen students' technical understanding through realcase scenarios.
- Reviewed and scored over 270 assignment submissions each semester, delivering individualized feedback to help students identify
  areas for improvement and track their progress.
- Encouraged student engagement by addressing questions during sessions and providing additional explanations for complex networking procedures.

#### **Education Level**

#### Universitas Kristen Duta Wacana - Yogyakarta, Indonesia

Aug 2022 - Aug 2026 (Expected)

Undergraduate Informatics, 3.60/4.00

- Fishbot Go: Designed a game using C# that teaches players about ocean conservation by controlling a robot fish to clean plastic waste.

  The game emphasizes environmental education and problem-solving skills. https://nicholandn22.itch.io/fishbot
- SealNote: Developed a secure Android application using Kotlin, featuring a stealth mode to protect sensitive notes. The app combines usability with strong security features. https://github.com/jonathanwijayaa/SealNote

# Organisational Experience

## Himpunan Mahasiswa Teknik Informatika - Yogyakarta, Indonesia

Feb 2024 - Mar 2025

First Secretary

- Collaborated with a team of 5 members to prepare agendas, minutes, and reports, fostering teamwork and improving overall
  organizational efficiency.
- Contributed to the coordination and impact of 20+ active members by assigning tasks according to timelines and implementing weekly and monthly progress updates.
- Managed membership records for 20+ members, ensuring 95% accuracy in data entry and updates.
- Drafted and distributed 100+ official letters, emails, and meeting minutes, maintaining clear and professional communication.

#### Skills, Achievements & Other Experience

- · Soft Skills: Time Management, Communication, Responsibility, Teamwork, Adaptability, Creativity, Problem-Solving
- Hard Skills: Python, HTML, CSS, JavaScript, SQL, Figma, Basic PHP, Basic Kotlin, Basic Java
- **Committee** (2024): Served as Secretary of FTI Fest 2024, supporting effective communication and administration for 45+ committee members.
- **Committee** (2024): Appointed as Secretary for NVIDIA × FTI UKDW 2024 collaboration event, helping organize a successful event with 420+ participants.