



JONATHAN WIJAYA

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A passionate Informatics undergraduate at Universitas Kristen Duta Wacana Yogyakarta with strong interest in Front-end Development, Mobile Development, and UI/UX Design, where I focus on creating intuitive and impactful digital experiences. I possess a strong command of several programming languages, which I leverage to build clean, responsive interfaces and user-centric solutions. Through my participation in student committees, I've honed excellent teamwork, communication, and time management skills. I'm eager to grow professionally, constantly learn to push boundaries, and contribute to innovative software projects.

Work Experiences

Universitas Kristen Duta Wacana - Yogyakarta, Indonesia

Feb 2025 - Jul 2025

Assistant Lecturer for Web Programming

- Guided 30+ students through weekly module-based labs via the university's Learning Management System (LMS), covering hands-on applications in HTML, CSS, JavaScript, and PHP.
- Created coding exercises and post-tests aligned with weekly modules, using Visual Studio Code and XAMPP to teach real-world web development workflows and reinforce practical skills.
- Assessed 450+ coding submissions using LMS tools, maintaining 100% on-time grading and contributing to an average student score of 93.89%.

Universitas Kristen Duta Wacana - Yogyakarta, Indonesia

Feb 2024 - Jun 2024

Assistant Lecturer for Computer Networks

- Delivered hands-on guidance to 30+ students in weekly lab sessions, covering IP addressing, subnetting, and routing logic using Cisco Packet Tracer, PuTTY, and Wireshark.
- Designed and tested 9 lab assignments based on real-world networking scenarios, enabling students to troubleshoot and simulate networks using Cisco Packet Tracer.
- Reviewed and graded 270+ lab submissions manually, providing detailed feedback on configuration accuracy, subnetting logic, and routing efficiency.
- Boosted student participation by actively answering questions and breaking down advanced networking topics like packet sniffing and secure shell access using Wireshark and PuTTY.

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

- Coordinated with a team of 5 to draft agendas, meeting minutes, and activity reports, streamlining internal workflows using Google Workspace tools.
- Managed delegation and timeline tracking for 20+ members, using weekly standups and progress reports to ensure timely task completion.
- Maintained and updated membership records for 20+ students with 95% data accuracy, using shared spreadsheets and collaborative tracking tools.
- Composed and distributed 100+ professional documents (e.g., official letters, event updates), supporting communication across departments and external partners.

Skills, Achievements & Other Experience

- Soft Skills:** Time Management, Communication, Responsibility, Teamwork, Adaptability, Creativity, Problem-Solving
- Hard Skills:** HTML, CSS, JavaScript, PHP, Kotlin, Python, SQL, Java, Figma, Github, Android Studio
- Committee (2024):** Appointed as Secretary for NVIDIA x FTI UKDW 2024 collaboration event, helping organize a successful event with 420+ participants.