

NUR LINTANG ENJANG KINASIH

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Surabaya, Jawa Timur, Indonesia

I am Nur Lintang Enjang Kinasih, a proactive fifth-semester Informatics Engineering student experienced in application development, IoT, and UI/UX design. Capable of building technological solutions such as mobile apps, IoT prototypes, and AI-based applications. Currently deepening skills in Front-End, Back-End, and AI through an Independent Study program at Dicoding. Eager to contribute to innovative projects in a technology internship role.

Education

Universitas Negeri Surabaya - Surabaya, Indonesia <i>Undergraduate in Informatics Engineering, 3.79/4.00</i>	Aug 2023 - Aug 2027 (Expected)
Independent Study (Studi Independen) Asah led by Dicoding Indonesia <i>Learning Path: Front-End Web and Back-End with AI</i>	Aug 2025 - Jan 2026 (Expected)
SMA Negeri 1 Sumberpucung - Sumberpucung, Malang, Indonesia <i>Mathematics and Science</i>	Jul 2020 - Jul 2023

Project Experiences

Mobile Application Development Project - Surabaya, Indonesia <i>Academic Project</i> <ul style="list-style-type: none">Built a mobile application called "CodeMate" using Flutter with responsive features and Dart language.Integrated YouTube API for real-time educational content display.Applied responsive and user-friendly UI/UX design principles.	May 2025
IoT & AI Mini Project – Samsung Innovation Campus Batch - Surabaya, Indonesia <i>Samsung Innovation Campus, Indonesia</i> <ul style="list-style-type: none">Created an IoT prototype using ESP32 simulation on Wokwi and MQTT communication.Implemented basic AI for decision-making based on sensor data.Strengthened understanding of hardware-software integration and smart technology concepts.	Feb 2025
Business Plan Competition – EcoFair Carnaval 2024 - Surabaya, Indonesia <i>Badan Eksekutif Mahasiswa KM FEB Universitas Jenderal Achmad Yani</i> <ul style="list-style-type: none">Participated in an online national business plan competition with a focus on environmental sustainability and youth innovation.Created TherapEase, a digital therapy app for individuals with autism using AI, NLP, SER, and blockchain. The platform offers personalized therapy sessions and emotion tracking, aiming to provide accessible, inclusive, and tech-driven health solutions.Improved competencies in sustainable business model creation, problem-solving, and collaborative ideation.	Dec 2024
UI/UX Prototype for Digital Payment App - Surabaya, Indonesia <i>Academic Project</i> <ul style="list-style-type: none">Designed a mobile application prototype called "Papay" focused on digital payments and currency exchange, tailored for modern transaction needs.Applied key principles of Human-Computer Interaction (HCI) such as consistency, feedback, readability, and accessibility in the interface.Conducted user research, created wireframes, designed UI in Figma, and built an interactive prototype with testing and iterative improvements.	Dec 2024
User Experience (UX) Design - GEMASTIK 2024 - Surabaya, Indonesia <i>BPTI, Puspresnas, Kemendikbudristek</i> <ul style="list-style-type: none">Designed "SEKAT", a web-based public health system to simplify online health registration, virtual consultations, and blood donations.Applied User-Centered Design (UCD) method through user research, wireframing, prototyping, and usability testing.Focused on improving healthcare access for remote communities by enhancing usability, accessibility, and service efficiency.	June 2024

Organizational and Committee Experience

Head of PSDM (Pengembangan Sumber Daya Mahasiswa) - Surabaya, Indonesia <i>Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Led the PSDM division and designed personal development programs for members.Managed member evaluations and supported effective organizational growth.Collaborated with other departments to run internal training and upgrading sessions.	Jan 2025 - Now
Public Relations Staff – Jobfair Campus UNESA - Surabaya, Indonesia <i>Badan Eksekutif Mahasiswa, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Liaised with companies and partner institutions to facilitate participation in the jobfair.Drafted formal letters, handled company follow-up, and ensured smooth external communication.Supported event branding and logistics to maintain professionalism throughout the event.	Oct 2025
Moderator – Event Series 4 GDGOC UNESA: AI x Business - Surabaya, Indonesia <i>Google Developer Group on Campus UNESA</i> <ul style="list-style-type: none">Moderated a tech discussion about Artificial Intelligence and Business integration.Facilitated speaker sessions and participant interactions in a webinar format.Ensured the event remained on time and highly interactive.	Jun 2025
Chief Executive Organizer – LKMM Pra-TD Informatika - Surabaya, Indonesia <i>Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Oversaw end-to-end planning and execution of a leadership training attended by over 630 participants with 120 committee members.Coordinated with speakers, venue partners, and internal divisions to ensure success.Ensured the event aligned with leadership development objectives and ran smoothly.	Dec 2024
Field Coordinator – New Student Onboarding Program - Surabaya, Indonesia <i>Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Managed on-site event flow and logistics for 630 new Informatics students.Coordinated a team to ensure participant engagement and maintain program discipline.	Aug 2024
Moderator – Fullstack Web Development Bootcamp - Surabaya, Indonesia <i>Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Moderated technical sessions focused on JavaScript and fullstack web development.Facilitated discussions and Q&A sessions while building rapport with the speaker.Ensured smooth session flow and maintained audience focus and enthusiasm.	Oct 2024
Master of Ceremony – LOGICODIX National Programming Competition - Surabaya, Indonesia <i>Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya</i> <ul style="list-style-type: none">Hosted a national programming competition for high school and vocational students.Guided participants through competition sessions and delivered opening/closing segments.Maintained event energy and professionalism throughout the day.	Oct 2024

Achievements and Skills

Achievements

- Mentee, Samsung Innovation Campus (SIC) Batch 6 - IoT & AI Track | 2025
- Participant, GEMASTIK 2024 National UX Design Competition | 2024
- Participant, RDK UGM National Sustainability Business Plan Competition | 2025

Skills

- Soft Skills : Public Speaking, Critical Thinking, Leadership, Teamwork, Problem Solving, Adaptability, Communication
- Hard Skills : Microsoft Word, Microsoft Excel, Figma, Canva, C++, MATLAB, Python, HTML, CSS
- Languages: Indonesian (Native), English (Intermediate)