NUR LINTANG ENJANG KINASIH

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Surabaya, Jawa Timur, Indonesia

I am Nur Lintang Enjang Kinasih, a fifth-semester Informatics Engineering student at Universitas Negeri Surabaya with a strong interest in organizational development and technology. Passionate about continuous learning, I combine technical proficiency with creativity to grow personally and professionally. I aim to contribute meaningfully through every role, project, or collaboration I take part in.

Education

Universitas Negeri Surabaya - **Surabaya, Indonesia**   Aug 2023 - Aug 2027 (Expected)
Undergraduate in Informatics Engineering, 3.79/4.00

SMA Negeri 1 Sumberpucung - **Sumberpucung, Malang, Indonesia**   Jul 2020 - Jul 2023
Mathematics and Science

Project Experiences

Mobile Application Development Project – Academic Assignment - **Surabaya, Indonesia**   May 2025
Course: Pemrograman Berbasis Platform

- 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.

AI Mood-Based Music Player – Academic Assignment - **Surabaya, Indonesia**   May 2025
Course: Rekayasa Perangkat Lunak

- Developed a web-based application that detects user emotions via webcam using facial expression analysis.
- Utilized DeepFace for emotion recognition and integrated Gemini API (Google) to provide mood-based music recommendations.
- Built with Python (Flask) for backend logic and implemented a clean, responsive user interface to support real-time interaction.

IoT & AI Mini Project – Samsung Innovation Campus Batch - **Surabaya, Indonesia**   Feb 2025
Samsung Innovation Campus, Indonesia

- 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.

Sustainability Business Plan Competition – RDK UGM 1446 H - **Surabaya, Indonesia**   Feb 2025
Badan Eksekutif Mahasiswa KM Universitas Gadjah Mada

- Participated in a national online competition themed around sustainability and Islamic economic values.
- Developed a technology-based business plan called GratiEats to support the government's free nutritious meal program for students. The application emphasizes transparent food distribution and nutritional monitoring, using OpenStreetMap, cloud computing, and blockchain integration.
- Enhanced skills in problem analysis, idea development, and proposal documentation based on SDGs.

Business Plan Competition – EcoFair Carnaval 2024 - **Surabaya, Indonesia**   Dec 2024
Badan Eksekutif Mahasiswa KM FEB Universitas Jenderal Achmad Yani

- 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.

UI/UX Prototype for Digital Payment App – Academic Assignment - **Surabaya, Indonesia**   Dec 2024

Course: Interaksi Manusia dan Komputer

- 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.

User Experience (UX) Design - GEMASTIK 2024 - **Surabaya, Indonesia**   June 2024

BPTI, Puspresnas, Kemendikbudristek

- 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.

UI/UX Competition TechFest - School of Computer Science BINUS - **Surabaya, Indonesia**   July 2024

Himpunanan Mahasiswa Teknik Informatika (HIMTI) Universitas Bina Nusantara

- Designed a public service website prototype based on a provided case study.
- Collaborated in a team to produce aesthetic and functional UI/UX solutions.
- Applied Human-Centered Design principles to enhance usability and experience.

Organizational and Committee Experience

Head of PSDM (Pengembangan Sumber Daya Mahasiswa) - **Surabaya, Indonesia**   Jan 2025 - Now

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- 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.

Staff of PSDM (Pengembangan Sumber Daya Mahasiswa) - **Surabaya, Indonesia**   Feb 2024

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- Assisted in organizing programs related to student development such as regeneration, organizational evaluation, and internal training.
- Documented member progress and contributed to evaluation and reporting.
- Collaborated across divisions to support impactful and structured PSDM initiatives.

Field Coordinator - **Surabaya, Indonesia**   Sept 2024

Pengaderan Mahasiswa Baru Informatika, Universitas Negeri Surabaya

- Led field operations and participant engagement for the onboarding of 630 new Informatics students.
- Coordinated with teams to manage participant flow and execute event logistics.
- Maintained discipline and inclusivity throughout the program's activities.

Chief Executive Organizer – LKMM Pra-TD Informatika - **Surabaya, Indonesia**   Dec 2024

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- 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.

Event Division – Event Series 4 GDGOC UNESA - **Surabaya, Indonesia**   Jun 2025

Google Developer Group on Campus UNESA

- Contributed to the concept development and event flow refinement through collaborative brainstorming.
- Coordinated with renowned speakers from Google Developer Group and managed technical logistics.
- Improved overall event flexibility and audience experience during the webinar.

Moderator – Event Series 4 GDGOC UNESA: AI × Business - Surabaya, Indonesia   Jun 2025

Google Developer Group on Campus UNESA

- 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.

Event Division – Informatics Big Camp (IBC) - Surabaya, Indonesia   Jun 2025

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- Initiated and executed internal competitions and workshops for Informatics students.
- Coordinated with speakers and managed pre-event preparations across teams.
- Assisted with event timeline, materials, and post-event evaluations to ensure smooth delivery.

Event Division – Tech Genius - Surabaya, Indonesia   Now

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- Contributed to the planning and execution of internal competitions and workshops.
- Managed coordination between divisions and speaker preparation.
- Supported technical setup and event promotions.

Public Relations Staff – Jobfair Campus UNESA - Surabaya, Indonesia   Now

Badan Ekskutif Mahasiswa, Universitas Negeri Surabaya

- 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.

Master of Ceremony – Tecno Symphony - Surabaya, Indonesia   Dec 2024

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- Hosted an after-party and talent showcase for new Informatics students post-onboarding.
- Maintained a fun and interactive atmosphere with strong crowd engagement.
- Improvised transitions and supported performer introductions on stage.

Moderator – Fullstack Web Development Bootcamp - Surabaya, Indonesia   Oct 2024

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- 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.

Master of Ceremony – LOGICODIX National Programming Competition - Surabaya, Indonesia   Oct 2024

Himpunan Mahasiswa Teknik Informatika, Universitas Negeri Surabaya

- 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.

Achievements and Skills

Achievements

- Participated as a mentee in Samsung Innovation Campus Batch 6 (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, Basic Flutter, Firebase
- Languages: Indonesian (Native), English (Intermediate)