DYAH PUSPO RINI

dyahrini908@gmail.com | +6281298590798 | https://www.linkedin.com/in/dyahpusporini/
| deesportfolios.vercel.app | https://github.com/kunospw

Passionate Informatics student, curious about the world of game and web development, motivated by love for fusing creativity and logic. Thriving in problem-solving, experiential learning, and collaborative teamwork that fosters growth and shared innovation. Always eager to explore new knowledge, adapt to evolving technologies, and bring ideas to life through thoughtful design and code.

EDUCATION

Candidate for Bachelor of Science in Computing, President University   2023 - Present
- Current GPA: 3.80/4.00 (*87 credits*)

High School Diploma – SMKN 5 Bekasi   2020 – 2023
- Major in Software Engineering

WORKING EXPERIENCES

Intern, Administrative Assistant, **Teluk Pucung Sub-District Office**   Jan 2022 – Apr 2022
- Organized and processed administrative documents for 30+ residents per day
- Inputted and recapped PBB (Land and Building Tax) data from Excel into the government database system
- Handled data entry for 4 RW, covering 40-120 RT and up to 1,600+ resident entries in total

ORGANIZATIONAL EXPERIENCES

Research & Technology, Member, **PUMA Informatics, President University**   Oct 2023 – Oct 2024
- Researched IT-related topics (Career paths, fun facts) to support content for the PUMA Informatics Instagram annual work plan, IT Info
- Collaborated with the Communication Design Division to turn research into feed posts
- Supported the Communication Design Division in creating visual content to document activities, quotes, and announcements for the Informatics study program's official Instagram

ACTIVITIES AND LEADERSHIP

Decoration, Member, **PUMA Informatics X PUMA Information System Tech Exploration 2024**
Jun 2024 – Oct 2024
- Worked collaboratively to create concept visual themes
- Created custom event props needed to match the design direction
- Assisted in venue and stage decoration for the Computer Science student event

Volunteer, Documentation Team, **Social Project, Pulau Pramuka**   May 2024 – Jun 2024
- Designed banner and visual material for the exhibition
- Edited recap videos and assisted in documentation during the event
- Participated in mangrove planting activities on Pulau Pramuka as part of a group project environmental initiative

Event Organizer, Person in Charge (PIC), **PUMA Informatics Temu Alumni 2024**   Feb 2024 – May 2024
- Curated the event theme and selected 2 alumni speakers aligned with the event's theme and goals
- Designed the event rundown and managed venue setup and logistics
- The event resulted in student access to a free Google Cloud bootcamp via Digitalent

Web Developer, Developer Team, **WeBage Liber**   Sep 2022 – Dec 2022
- Developed a prototype school library website using HTML, CSS, and PHP
- Built core page structures, styled front-end layout using Bootstrap, and implemented basic CRUD functions and form handling
- Collaborated with school library staff to gather feedback and improve usability

PROJECTS

- **Hanoman Adventure (2025)** - Developed a simple 2D platformer game in Unity based on the story of Hanoman as a commission project, integrating client-provided assets with custom gameplay systems.
- **VR Courtroom Game (2025)** - Collaborated with the Law Study Program to build an educational VR courtroom simulation using Unity and C#, focusing on narrative. The game is intended to support law student training and serve as a demo for accreditation purposes, bridging game dev with legal education.
- **Raturu: Homefever (2025)** - Collaborated with peers to create a game in one week for ITB GIMJAM 2025, earning the nominated Favorite Game, ranked 3rd out of 51 entries. Contributed to creating the 3D assets with Blender
- **Angkringan Pak Yanto - Interactive Fiction (.ink) (2024)** - Wrote and programmed a branching interactive narrative using Ink, set in post-election 1982 Central Java
- **Blessed Are the Peacemakers (2025)** - Designed and developed an RPG narrative-based 2D game solo using Unity, creating custom assets and focusing on world-building and player choice
- **E-commerce Website for Family Business (2025)** - Developed a form-based e-commerce site with an admin dashboard for product management using React
- **Ancient Egypt (2024)** - Modeled, rigged, and animated the main character for a short movie animation using Blender
- **Foxie (2024)** - Developed a React-based study helper web app to assist students with time management and academic tracking
- **Netboxd (2024)** - Built a Netflix x Letterboxd-inspired web app using React to track reviews and sort movies, complete with a modern UI and dynamic routing
- **Pookies Chatbot App (2024)** - Developed a mobile chatbot app simulating a buddy and emotional support using Java with Android Studio and OpenAI API
- **WeBage Liber - School Library Website (2022)** - Built a prototype library website using HTML, CSS, PHP, and Bootstrap, with CRUD and form handling features

SKILLS

Language: Bahasa Indonesia (Native), English (Advanced)
Hard Skills:
- **Programming Languages:** HTML, JavaScript, CSS, Java, C#, SQL
- **Frameworks & Libraries:** React, Bootstrap, Tailwind
- **Tools & Software:** Microsoft Office, Adobe Suite, Visual Studio Code, Blender, Canva, Unity, Android Studio, Git
- **Backend & Database:** MySQL, Firebase (basic), SQLite, REST API Integration (OpenAI)

Soft Skills: Independent Problem Solving, Adaptability, Analytical and Creative Thinking, Creative Writing, World-Building, Detail-Oriented, Self-Learning

CERTIFICATION

TOEIC- Score: 865
Duolingo English Test - Score: 120
20-Hour TOEIC Preparation Course – WELTS, 2023