

Leonardo Jeremy Pong Pare Munda

Third year computer engineering student interested in software development, computer network, and cyber security, with C programming language, digital systems, Cisco, and Java knowledge. Experienced in developing basic C based information systems and databases and android applications.

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Organization & Volunteer

Ikatan Mahasiswa Elektro Fakultas Teknik Universitas Indonesia 2023

Head of Communication and Information

Jan 2023 - Now

- Design IME FTUI's social media branding
- Lead a team of 18 people to organize IME FTUI's Social Media and other events

Staff of Student Affair

Feb 2022 - Des 2022

- Organize 3 Webinars, 1 Seminar, and mentorship program to help Department of Electrical Engineering's freshmen have deeper understanding in their core competence

EXERCISE FTUI 2022

Staff of Marketing and Information

Feb 2022 - Des 2022

- Design and create informative content for social media
- Help design UI/UX for EXERCISE FTUI official website

Orientasi Kehidupan Kampus Universitas Indonesia 2022

Staff of Documentation

Jun 2022- Aug 2022

- Document and edit the videos for the opening and closing event

Makara Avionics Astronautics Team

Staff of Programming

Jul 2022 - Jul 2023

- Learning Basic Arduino and Python Programming Language

Projects

Final Project for Fundamentals of Programming Lecture Class - 2021

- TransUI : C based Information System App for Students of Universitas Indonesia. Can view bus schedule, train schedule, order online transportation, and more.

Final Project for Fundamentals of Digital System Lab - 2021

- Pomodoro Timer : Uses basic logic gates and simple electronics to create a time management tool. Utilizing fundamental components like AND, OR, and NOT gates

Final Project for Advanced Programming Lecture Class - 2022

- Student Data Management System : C Based Management System that can manage and store student data in dynamically allocated memory

Final Project for Real Time System and IOT Lab - 2023

- AquaSenseHub : Aquarium monitoring system that uses variety of sensors to monitor the aquarium's conditions and ensure the well-being of the fishes with ESP32 as the backbone

Technical Skills

Languages — C, Java, Javascript, Python, SQL

Technologies — Git, Cisco, Linux, Arduino, Figma, Adobe

Certifications

- CCNAv7 : Introduction to Netrowks
- CCNAv7 : Switching, Routing, and Wireless Essentials
- Progate x BEM UI Coding Bootcamp : Python Module