



# LEONANDO LAURENSIA SUSANTO

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Third year of Informatics student, concentrate and interest in Mobile & Web Application Developer and Software Engineer.

## EDUCATION

**Petra Christian University** – Surabaya, Indonesia Jul 2019 – Jun 2023 (Expected)  
*Bachelor's degree in Informatics, 3.69 / 4.00*

**SMAK Petra 5** – Surabaya, Indonesia Jul 2016 – Jun 2019  
*High School, Majoring in Science*

## WORK EXPERIENCES

**Dwi Berkat Gloves** – Sidoarjo, Indonesia Jun 2016 – Present  
*Freelance Admin and Digital Marketing*

- Dwi Berkat Gloves is a distributor of Industrial gloves in Indonesia
- Creating invoices for gloves transaction, taking care of Tokopedia Merchant settings and sales, conducting stock opname

## ORGANISATIONAL EXPERIENCES

**KBM (Kampung Binaan Mahasiswa)** Mar 2022 – May 2022  
*IT Department*

- KBM (Kampung Binaan Mahasiswa) is public service event that focus on developing Simomulyo village services and information with a website
- Developing website services with wordpress

**IRGL (Informatics Rally Game and Logic)** Nov 2019 – Oct 2020  
*Equipment Department*

- Informatic Rally Game and Logic is a rally game event held by Petra Informatics Student and attend by Indonesian High School Student

## PROJECT HIGHLIGHTS

**Object Oriented Programming Project – Last Fist Standing – [Project Showcase](#)** Jun 2020

- Creating 2D game inspired by Feeding Frenzy for implementing object oriented programming
- Using Visual Studio with C++ as language and SFML as game library

**Website Technology Project – Shipping & Logistic's Service – [Project Showcase](#)** Dec 2020

- Creating a Content Management System's website that has functionality in the Indonesian logistics industry inspired by big companies such as JNE, TIKI, J&T, SiCepat, Anteraja, and others using PHP (Vanilla), Bootstrap, JavaScript, jQuery, MySQL with AJAX and Session implement.

**Android Development Project – Covid Service Application – [Project Showcase](#)** Dec 2021

- Developing Covid Test application with android studio and kotlin as language
- Using Firebase as database and authentication

**Mobile Web Application – Fund Manager – [Project Showcase](#)** Dec 2022

- Developing Fund Manager application with android studio and kotlin as language
- Implementing Firebase as database

**Mobile Web Application – User List Application – [Project Showcase](#)** May 2021

- Developing User List application with flutter and dart as language in visual studio code
- Using MockAPI as data tool and implementing flutter networking as API

## ADDITIONAL

**Frameworks / Toolkits:** Bootstrap, Flutter, jQuery

**Languages:** PHP, C++, Python, Kotlin, JavaScript, Swift, Dart

**Databases:** SQL (MySQL), Firebase (Cloud Firestore)

**Tools:** Postman, Git & GitHub, XAMPP

**Software:** Visual Studio Code, Visual Studio, Android Studio, Figma, Premiere Pro, Photoshop