

# Lifkie Lie

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Fifth-semester Informatics student at Universitas Multimedia Nusantara with hands-on experience in full-stack web development and Android application development. Familiar with building web systems, managing databases, and developing mobile applications through real-world projects.

## EDUCATION

**Universitas Multimedia Nusantara** - Tangerang, Banten  
*Bachelor of Computer Science, GPA: 3.26/4.00*

Aug 2023 – Aug 2027

## TECHNICAL SKILLS

**Programming Languages:** JavaScript, TypeScript, PHP, Kotlin, Java, Python, HTML, CSS

**Frameworks & Libraries:** React.js, Next.js, Laravel, Tailwind CSS, Firebase Authentication

**Tools & Platforms:** Firebase, GitHub, Figma, Vercel

**Databases:** MySQL, MariaDB, Firebase Firestore

**Languages:** Indonesian (Native), English (Intermediate)

## PROJECTS

### PT Dua Naga Perkasa

Aug 2024 – Jan 2025

*Full-Stack Developer*

- Built an interactive product catalog website using Laravel (MVC), PHP, and MySQL for a real company client
- Implemented CRUD operations for product and order management through an admin dashboard
- Designed and managed relational databases to ensure data consistency and efficient queries

### Indahnya Kalimantan Barat

Jan 2025 – May 2025

*Full-Stack Developer*

- Developed a website to introduce West Kalimantan and its local culture
- Deployed the application using Vercel and ensured website stability during user access

### Tuku Coffee

Oct 2025 – Dec 2025

*Android Developer*

- Built an Android application using Kotlin with RESTful API integration
- Implemented user authentication and session handling for secure access
- Integrated Firebase for real-time data synchronization

### Customer Segmentation

Oct 2025 – Dec 2025

*Machine Learning*

- Built and evaluated customer segmentation models using clustering techniques on large transactional datasets
- Translated model results into actionable customer insights

## ORGANIZATIONAL EXPERIENCE

### Japanese Culture animation and forte (J-CAFE)

Nov 2023 – Nov 2024

*Deputy Head of J-Visual Novel*

- Led a cross-functional team to develop a visual novel game.
- Assisted in project planning, task distribution, and team coordination.

## CERTIFICATIONS

Participant, Joint International Workshop & Competition 2025 – AI & Game (International), Aug 2025