



Seteven

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SUMMARY

An enthusiastic developer passionate about building applications and websites, committed to continuous learning and keeping up with industry advancements. Possesses strong public speaking skills, along with leadership and teamwork abilities. Determined to contribute to impactful projects that solve real-world problems and help others.

EDUCATIONS

Faculty of Computer Science, BINUS University

2022 - Present

Bachelor of Computer Science

Major: Mobile Application and Technology

Relevant Coursework: Introduction to Mobile Technology & Programming, Mobile Cloud Computing, Mobile Community Solution, Mobile Multimedia Solutions, Embedded Systems and IoT.

CGPA : 3.29

EXPERIENCES

Freshmen Leader & Partner, Binus University

Jul 2023 - Jul 2024

- Guided Group of freshmen Binusian 2027 through the First Year Program alongside fellow Freshmen Leaders, welcoming them to Binus University.
- Supported one class of freshmen during their first two semesters together with fellow Freshmen Partners.

Vice Chair, Syntax Community - SMK Telesandi Bekasi

Mei 2024 - Jun 2024

- Taught HTML, CSS, and JavaScript to beginner students interested in the IT field, providing a foundational understanding of web development.
- Worked as a Front End Developer to improve and enhance the appearance of the website syntx.id, ensuring a better user experience and responsive design.

Internship at PPTIK ITB

Nov 2020 - Feb 2021

- Developed a smoke detection system using ESP32, MQ-2 sensor, buzzer, and LED to signal potential fires.
- Automatic Hand Sanitizer: Developed a contactless dispenser using ESP32 and an ultrasonic sensor.

ACHIEVEMENTS

Certificate of Appreciation - Good Achievement Freshmen Partner B2027

Sept 2024

- Supported one class of freshmen during their first two semesters together with fellow Freshmen Partners.

Certificate of Appreciation - Good Achievement Freshmen Leader B2027

Jan 2024

- Guided Group of freshmen Binusian 2027 through the First Year Program alongside fellow Freshmen Leaders, welcoming them to Binus University.

Second Place Winner in the Software Development Competition at the Silogy Expo

Aug 2024

- Awarded Second Place in the Software Development Competition at Silogy Expo for developing *Help Medic*, a telemedicine platform designed with my team to provide accessible, secure healthcare services. The platform includes AI-based consultations, health news, and disease information, offering a user-friendly solution for individuals seeking medical support from home.

Competency test certification

Mar 2024

- This certificate verifies the successful completion of a skills assessment in developing a web-based hotel booking application, conducted by Coding Camp Indonesia. The assessment includes a knowledge component (30%) with a score of 97 and a skills component (70%) with a score of 92, resulting in a final score of 94 and a "Very Good" rating in work attitude. This certificate demonstrates a high level of competence in web application development, making it valuable for positions in programming and software development.

- This certificate recognizes the achievement of "Level II" competency in Software Engineering. Issued by Telecommunication Telesandi Bekasi Vocational School, it confirms the successful completion of practical work in this field, specifically in Web Programming, with a competency score of 97. This certification demonstrates a strong foundation in web programming skills, adding value for roles in software and web development.

PROJECTS

Cepat Tanggap – Disaster Response Mobile Application IoT

- Technology: Flutter, Firebase, Arduino(C++), Sensor DHT22,Sensor SW-420, Sensor Ultrasonik,Esp32, EspCam
- Activities: Developed a disaster response mobile application that integrates IoT sensors to provide real-time disaster monitoring and alerts. Implemented real-time data synchronization between IoT devices and the mobile application using Firebase Realtime Database. Designed user interfaces for displaying disaster information, alerts, and evacuation guidance. Integrated notification features to deliver timely warnings to users during emergency situations. Focused on responsive UI and reliable real-time data handling to support fast decision-making in disaster scenarios.

Tokyo Fire Fighter Robot IoT

- Technology: Arduino (C++), Firebase Realtime Database, Kotlin (Android), Servo Motor, Relay Module, Wi-Fi Module
- Activities: Developing a smart firefighting robot capable of both automatic and manual operation. Implemented fire detection using flame sensors to autonomously direct the robot toward fire sources. Designed and built a Kotlin-based Android remote control app, enabling directional control via Firebase Realtime Database. Integrated servo motors for dynamic fire hose aiming and relay modules to activate the water pump. Utilized Wi-Fi communication to synchronize real-time data between the hardware (Arduino) and software (mobile app), ensuring responsive and reliable firefighting performance.

Gramejia-Online Stationary Store

- Technology: Swift, Swift Storyboard, Core Data
- Activity: Designing the user interface (UI) and user experience (UX), developing functions for brand admin and user roles, and managing essential operations like adding, updating, and deleting products. Implementing CRUD operations using Core Data as the built-in database for product data storage and management.

Wilify-music exploration platform website

- Technology: HTML, CSS, JavaScript
- Activity: Designed the platform's structure and user interface (UI), developed features to showcase song details, and implemented song recommendation functionalities, focusing on providing relevant music options without the ability to play the songs.

Goenjam-VR Games

- Technology: Unity, C#
- Activity: Developed a horror-themed virtual reality game designed to test players' courage. Created immersive and intense gameplay experiences, focusing on terrifying scenarios that challenge players to face their fears, offering a thrilling experience for horror enthusiasts.

SKILLS

Programming Languages: Dart, JavaScript, HTML, CSS, Swift (UIKit / Storyboard)

Software: Figma, Firebase, Vercel, GitHub

Frameworks: Flutter, Next.js, bootstrap

Techniques: Asynchronous Programming (async/await)

Languages: English, Indonesian