ABDUL MAJID AULIYA
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Projects and Portofolios

PROFILE

Currently working as a Data Verificator with a team who mainly works on compiling SHS document for various government organizations in Indonesia. Had finished Bachelor Degree of Educational Technology in Universitas Negeri Surabaya. Has the ability to visualize concept and messages through graphic designs and creative videos. Experienced as IT Assistant, mainly in software - hardware problems and data or file organizing. Has helped both high school and college faculty in event organizing as student association, mainly in the field of IT and computer related problems, such as livestream operator, book layout and editing, and data sorting. Also had developed various instructional media, learning management system, and training program for students and teachers on various topics and competencies.

EDUCATION

State University of Surabaya (2021 - 2025)
Educational Technology Major - GPA 3.88 [transcript]

Muallimin Tambakberas Islamic Highschool (2018-2021)

WORK EXPERIENCES

Hore Squad (2025 – Present)
Data Verificator
- As a Data Verificator who mainly works on reviewing and correcting the criteria for proposed goods, including specifications and supporting price documents, which will then be compiled into a standard unit price document (dokumen standar harga satuan / SHS). Throughout 2025, we had formed partnerships with Government of East Java, PDAM of East Java, Government of Makassar, and many more.

Teaching Assistance In Program Surabaya Mengajar 6th Batch (June 2024 – November 2024)
Informatics Teacher
- As informatics teacher, located in Junior High School 47 Surabaya under a program called Program Surabaya Mengajar 6th batch that is organized by Education Office of Surabaya. Led teaching programs for three class consist of one 9th grade and two 8th graders. Mainly explain about informatics related theories that is designed for the students and put those theories into action throughout practices in the computer laboratory.

MSIB Internship at Communication and Informatics Office of Surabaya (February – June 2024)
Information and Communication Technology Learning Instructor
- As ICT Instructor at Broadband Learning Center, a Free Computer Training Program by Communication and Informatics Office of Surabaya. Mainly teaching about Graphic Design, Office Software Application, and Fun Programming, also disseminating information about this BLC Program to society of Surabaya in general. At both BLC of Pakal District Office and Made Sub-District Office, teached around 120 training participants throughout February to June 2024.

Indonesian Writing Community Commitee - komenulis.id (2020 – 2023)
Content Creator and Public Relation Division
- As the member of division, mainly acts as monthly activity pamphlet or flyer designer, daily and weekly instagram content planner and maker, and documentation. Designed around 2-3 pamphlets monthly and 3-4 daily contents in a week.

ORGANIZATIONAL EXPERIENCES

Educational Science Faculty Operator Team (May 2023 – December 2023)
Livestream Operator
- As a member of faculty event organizer who mainly helped around the field of live stream broadcasting, cameraman, video and audio tools troubleshooter, etc. Had helped around 20-30 events on a national and international scale throughout 2023.

Educational Technology Department Student Association (2022 – 2023)
Head of Research and Training Division (January 2023 – December 2023)
Organized various events including:
- "LKMM-TD" as Steering committee, the activity was attended by 369 training participants.
- 3D Instructional Media Development Training "Animasters", as Media and Networking Team.
- Student Creativity Program Workshop, as Design and Publication Team.

Member of Social Division (January 2022 – December 2022)
Organized various events including:
- "Social Media Use and How It Affects Student's Tolerance and Moral Behavior" – Online International Webinar, as Leader of Organizing Committee. Led around 40 organizing committee members from various divisions, and the activity was attended by 384 participants.
- Disasters Donations Collection, Helped collecting donations for around 2-3 disasters that happened throughout 2022.
- Community Service Program, as Equipment and Supplies Team. Accomodated around 20 packs of basic necessities for local residents of Benjeng village who are in need.

PROJECTS

Educational Game - Konsep Sistem Komputer
Need Assessor and Game Developer
- Developed this educational game in order to complete my final thesis project about researh and development for my bachelor degree, I did many needs analysis and assesment steps before stepping into development phase just to make sure that this game is needed as an instructional media. I use Unity as a main programming language in this game.

Interactive Student LiveWorksheet Development - A Training Program (2023)
Training Instructor
- Surveyed and analyzed Setono Pande Kediri Elementary School institutional needs, designed training course material, created interactive student worksheet templates using Canva, trained and assisted teachers at Setono Pande Kediri Elementary School during the training process.

Learning Management System Development (2023)
Developer
- Designed a Moodle based LMS for Printed Teaching Media Development course along with the LMS content material based on the learning objectives.

Educational Short Film Production (2023)
Cameraman and Video Editor
- Took 80% of footages included in the "Terpendam Lama" short film script and also edited those footages and processed it until it is done as a short film.

National Educational Technology Seminar (2023)
Head of IT Team

- Handled the hybrid (online and offline) seminar concept, helped on journal proceeding system and publishing participants' certificates.

Google Site Based Digital Library Development (2022)

Site Developer

- Coordinated with the Al Husna Surabaya pre-elementary school headmaster about the digital library design. Cataloged the books. Designed the visual of digital library site (layouts and graphics).

CERTIFICATION

Oracle Academy (2022)

Java Foundations and Java Programming

- Learned about java basics, principles, and boundaries as programming language.
- Learned about java programming, including functions, array, sorts, and javafx.

PUBLICATION

Book

- "Pemanfaatan Google Sites untuk Pembelajaran" (2023). ISBN: 978-623-130-155-0

AWARDS

Student Digital Innovation Competition – Educational Science Faculty of State University of Surabaya (2023)

First Finalist on Educational Digital Technology Innovation division

- Developed a kodular based android application called "KomunikApp" used as assistive technology for people with disabilities to communicate easily through android devices.

INTERNATIONAL CREATIVE INNOVATION IDEA COMPETITION (2023)

Gold Award

- Developed an Academic Burnout Screening Test Website with the name Indonesian Burnout Test mainly as site programmer who managed the HTML, CSS, and Javascript of the website.

SKILLS

Personal Skills	: Communication, Teamwork, Problem Solving, Adaptability, Fast to Learn.
Software & Tools Skills	: Windows Operating Systems; Microsoft Office; Google Workspace; Adobe Premiere Pro, Photoshop; OBS Studio; Canva, Basic HTML, CSS, and Javascript.
Language Skills	: Bahasa and English.