

MELINDA WIJAYA

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SUMMARY OF QUALIFICATIONS

- I'm now studying a Bachelor of Computer Science degree at Universitas Negeri Semarang.
- I am passionate about full-stack web development and user interface design, and I have practical expertise with Python, Java, PHP, C++, Laravel, and React.
- I successfully designed Quickfly, a web-based airplane ticket purchasing application that received the Best Final Project Award.
- I've also created a healthy lifestyle application prototype and a manure management system that connects farmers and vendors.
- I have experience in game production, having created 2D and 3D interactive games using Greenfoot and Alice.
- I have a solid track record of understanding customer needs and delivering practical, easy-to-use solutions that combine technical skill with a focus on user experience.

EDUCATION

BINAR ACADEMY - Semarang, Indonesia Fullstack Web Development	Sept 2024 - Dec 2024
UNIVERSITAS NEGERI SEMARANG - Semarang, Indonesia Faculty of Mathematics and Natural Science - Computer Science. <i>Relevant courses: Human and Computer Interaction, Informatics Logic, Algorithms and Programming, Database Systems, Object-Based Programming, Software Engineering, Statistics</i>	Aug 2022 - Present
SMAN 14 SEMARANG - Semarang, Indonesia Major in Science	July 2019 - May 2022

EXPERIENCES

UI/UX Design Project <ul style="list-style-type: none">• Design an application that helps the user's healthy lifestyle by suggesting exercise, monitoring sleep activity, and suggesting food menus according to the user's goals.• Created a comprehensive prototype of the application using Figma, ensuring a user-friendly interface and seamless user experience	December 2023
Database Project <ul style="list-style-type: none">• Create ERD and database of train ticketing system.	December 2023
Alice Game Project <ul style="list-style-type: none">• Design and build a three dimensions (3D) game in the alice app• The game that is made is that the player must clean the room by picking up trash and items scattered on the floor with a predetermined time.	March 2024
Greenfoot Game Project <ul style="list-style-type: none">• Design and build a two dimensions (2D) game in the greenfoot app	May 2024
Software Project <ul style="list-style-type: none">• Create and design a web-based application that connects farmers and manure vendors to solve the problem of disease due to unmanaged manure.	June 2024

- Developed a detailed prototype of the application using Figma, ensuring an intuitive and user-friendly interface
- Used Laravel Framework to develop

Software Project

December 2024

- Create a web-based air ticket booking application (Quickfly) that features digital ticketing and real-time integration.
- Received the Best Final Project Award for innovation and robust functionality

SKILLS

- **Technical** : C++, Python, Java, PHP, JavaScript, HTML, CSS, React, Bootstrap, TailwindCSS, Node.js, Express.js, RESTful API, Sequelize, MySQL, PostgreSQL, Laravel, Machine Learning, Data Visualization, Figma.
- **Softskill** : Problem solving, analytical thinking, creative skills, collaboration, adaptability, creativity, emotion intelligence, courage, integrity, empathy, curiosity.
- **Language** : Indonesia, English