

# Rohit Panjaitan

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Balige, North Sumatera, Indonesia

I am an IT student majoring in Informatics/Computer Science, with a strong foundation in mathematics and a focus on Software Engineering. I have hands-on experience in developing desktop, web, and mobile applications, using a variety of software development technologies and databases. Currently, I am focusing on enhancing my skills in web and mobile app development while exploring modern frameworks and best practices. In addition to my technical expertise, I actively develop my soft skills, such as communication and teamwork, through participation in student organizations.

## Education

### Del Institute of Technology - Toba, Indonesia

Aug 2022 - 2026 (Expected)

#### Bachelor Degree in Informatics

- Cumulative GPA : 3.82 /4.00 (119 credits)
- Achieved national Finalist status in ONMIPA-PT 2023, demonstrating proficiency in mathematics.
- Selected as Finalist in Healthkathon BPJS 2025, focusing on innovative digital solutions in the healthcare sector.
- Awarded High Academic Performance Scholarship for excellence in academics

## Experience

### PT Umalo Sedia Tekno - Depok, Indonesia

Aug 2025 – Des 2025

#### FullStack Developer (Intership)

- Developed and maintained web applications using React.js for the frontend and Express.js (Node.js) for the backend.
- Built and consumed RESTful APIs in Express.js to support core features such as data retrieval, CRUD operations, and authentication/authorization.
- Integrated frontend and backend modules, handled API error handling and basic input validation to improve reliability and user experience

### PT Stafbook Teknologi Asia (YC W22) - Jakarta, Indonesia

Jun 2025 – Aug 2025

#### Mobile Engineer (Intership)

- Involved in the development and maintenance of cross-platform mobile applications using Flutter and Dart
- Implemented responsive UI components based on design specifications using Flutter's widget system.
- Integrated mobile apps with **RESTful backend APIs**, handled local state and basic data caching to improve performance.
- Participated in code reviews, sprint planning, and daily stand-ups, collaborating closely with designers and backend engineers in an Agile team.

### Del Institute of Technology - Situluama, Indonesia

Feb 2025 – May 2025

#### Student Teaching Assistant Software Engineering

- Assisting in teaching Software Engineering, covering key concepts such as software processes, development models, and core activities (Requirement, Design, Implementation, Verification, and Maintenance).
- Guide students in using Unified Modeling Language (UML) for software specification and documentation.
- Supporting hands-on sessions where students apply Agile methodologies, particularly the Scrum Framework, including backlog management and user story creation.

### Apple Foundation Program @Infinite Learning (Bootcamp) - Batam, Indonesia

Jun 2024 – Jul 2024

#### iOS App Developer

- Engaged in Challenge-Based Learning (CBL), emphasizing problem-solving through collaboration and teamwork.
- Strengthened teamwork and communication skills by actively participating in brainstorming sessions, task delegation, and iterative development cycles.
- Built a solid foundation in iOS game development, including scene management, physics interactions, and user experience optimization.

### Del Institute of Technology - Situluama, Indonesia

Sep 2023 – Nov 2023

#### Student Teaching Assistant Discrete Mathematics

- Assisted in teaching combinatorics, relations, graph theory, trees, and finite-state machines in the context of computer science.
- Guided students in understanding Graph Theory, including Minimum Spanning Trees and its applications.

## Projects

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### IT Del Alumni and Career Information System - <https://ppkha.del.ac.id/>

Jan 2025 - Present

*Fullstack Developer, Development Team Lead*

A platform for career development and alumni engagement at Institut Teknologi Del, designed to support students and strengthen connections with alumni across web and mobile platforms.

- Initiated development with a monolithic architecture using Laravel, implementing core features such as user management, job postings, and tracer study forms.
- Led the architectural transition by decoupling the user service into a standalone Node.js for User Service and Laravel for PPKHA Service (simple microservice), enabling better scalability and separation of concerns.
- Designed and implemented RESTful APIs to serve both web and mobile clients from the same backend services.
- Developed a native Android mobile application using Kotlin, integrating seamlessly with the decoupled backend services.

### Student Information System (IT Del Parent Information System) - [https://github.com/mitsuha19/SIS\\_Kel3](https://github.com/mitsuha19/SIS_Kel3)

Oct 2024 - Des 2024

*Fullstack Developer*

A web-based platform enabling parents to access their children's academic and non-academic records, promoting transparency and engagement in the educational process

- Developed both frontend and backend using Laravel, integrating with the CIS API for real-time data synchronization.
- Collaborated in a Scrum-based team, contributing to sprint planning, daily standups, and iterative development.
- The system is planned for official deployment at IT Del, having met the requirements set by the Vice Rector I and Head of the Information Systems Division (SDI).

### Website PKM SMA N 1 Balige - <https://github.com/delcom-itdel/pabwe-pkm-proyek-2024-k3>

Nov 2024

*Web Developer*

A web-based information system designed for SMAN 1 Balige, providing comprehensive details about the school

- Developed using Laravel 11 and MySQL for database management.
- Implemented a user-friendly interface for easy content management and updates.
- Focused on building a responsive and efficient system for school administration.

### Find Me in Pniel - <https://github.com/mitsuha19/LYNCH-VIEX>

July 2024 - Sep 2024

*Programmer, Game Designer*

A 3D horror game for PC inspired by the myths of IT Del dormitories, where players explore a mysterious environment, uncover hidden secrets, and solve challenges to progress.

- Developed using Unity with C# and Collaborated with a team to refine gameplay.
- Built interactive environments and implemented core gameplay features.
- Designed the Game Design Document (GDD), defined gameplay mechanics, and ensured a compelling player experience.
- Received mentorship from IGDX, gaining direct feedback to enhance game design and development.

### Canteen Del - <https://github.com/mitsuha19/Sotargoda---CanteenDel>

Jun 2024 - July 2024

*iOS Developer*

A 2D puzzle game for iPhone and iPad where players must accurately arrange meal orders in a lunchbox (ompreng) based on customer requests within a time limit.

- Developed using Swift with the SpriteKit framework.
- Programmed core game logic, user interactions, sound effects, and haptic feedback.
- Collaborated in a team-based setting, applying Challenge-Based Learning (CBL) to solve problems and enhance teamwork.

## Skills & Others

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**Programming :** PHP(Laravel), Kotlin (Android), Dart (flutter), Javascript, Java

**Tools :** Version control Git, Postman, Coda, Docker

**Database :** Postgres,MySQL (SQL Query, Database Design)

**Soft Skills :** Math, Agile, Scrum, Project Lead, Teamwork, Problem Solving