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 deep focus on Software Engineering. I have experience working with various software development technologies and databases, demonstrated through my projects, including desktop, web-based, and mobile application development. Currently, I am deepening my knowledge and skills in mobile application development and cloud computing, actively learning modern frameworks, best practices, and cloud-based architectures to build scalable and efficient applications. At the same time, I actively develop my soft skills, such as communication and collaboration, by participating in organizations and communities.

Education

Del Institute of Technology - Toba, Indonesia   Aug 2022 - 2026 (Expected)

Bachelor Degree in Informatics
- Cumulative GPA : 3.80 /4.00 (100 credits)
- Achieved national finalist status in ONMIPA-PT 2022, demonstrating proficiency in mathematics.
- Recipient of the High Academic Performance Scholarship for outstanding academic performance
- Participated in the Student Leadership Program, mentoring dormitory residents by providing academic support, motivation, and fostering a positive living environment.
- Active member of the Student Executive Board, representing the Department of Sciences and Technology

Experience

Del Institute of Technology - Sitoluama, Indonesia   Feb 2025 – Present

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.

Indonesia Game Developer Exchange (IGDX) Bootcamp - Online   Jun 2024 – Sep 2024

Game Developer
- Completed technical training (Matrikulasi) in Programming as the primary field and Game Design as the chosen specialization.
- Developed hands-on skills in game development, including coding mechanics, gameplay logic, and interactive design.
- Collaborated with a team during the Inkubasi phase to transform a game concept into a playable prototype, including demo, trailer, and pitch deck preparation.
- Participated in the Pitching Area, presenting the game prototype to industry professionals and local publishers.

Apple Foundation Program @Infinite Learning - 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.

Projects

IT Del Alumni and Career Information System - *https://github.com/mitsuha19/SI-PPKHA*   Jan 2025 - Present

Fullstack Developer, Development Team Lead

A web-based system for career development and alumni networking at Institut Teknologi Del, designed to support student growth and strengthen alumni connections.
- Led the development team in building a web-based career and alumni information system for Institut Teknologi Del.
- Worked in an Agile Scrum environment and developed the application using Laravel.
- Planned an expansion to a mobile app using Kotlin, with a microservices backend in Lumen

Student Information System (IT Del Parent Information System) - **https://github.com/mitsuha19/SIS_Kel3**   Oct 2024 - Des 2024

Fullstack Developer

A web-based system for parental access to children's academic and non-academic records, designed to ensure transparency and enhance engagement in their educational journey.

- Built the application using Laravel, integrating CIS API for real-time data synchronization.
- Worked as a Programmer, developing the frontend and backend of a web-based Parent Information System.
- Worked in a Scrum-based environment, collaborating in sprint planning, daily standups, and iterative development.
- The system is planned to be deployed by IT Del as it meets the criteria set by the Vice Rector I, who also serves as the Head of SDI (Information Systems Division).

Auction Aplication - **https://github.com/delcom-itdel/pabwe2024-k7-aucations**   Oct 2024

Web Developer

A Web-based system that provides auction services, we can create, offer, and compete auction bids.

- Developed using React.js in a team collaboration
- Integrated with Delcom API for user authentication (registration and login) and auction data management.

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.
- Worked as a Programmer, building environment design and implementing interaction functions.
- Served as a Game Designer, designing the Game Design Document (GDD), making key decisions on gameplay mechanics, and ensuring an engaging 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 quickly and accurately arrange meal orders in a food container (ompreng) according to customer requests within a time limit.

- Developed using SpriteKit, focusing on game mechanics, and animations for a smooth and engaging gameplay experience..
- Worked as a Programmer, implementing core game logic, user interactions, and adding sound effects and haptic feedback
- Collaborated in a team-based development environment, applying Challenge-Based Learning (CBL) to enhance problem-solving and teamwork skills.

Skills & Others

Programming : PHP, Laravel, Kotlin (Android), React, Java, Swift, C, C#, Python

Tools : Git, GitHub, Postman, Coda, Docker

Database : MySQL (SQL Query, Database Design)

Soft Skills : Math, Agile, Scrum, Project Lead, Communication, Problem Solving