

Rohit Panjaitan

rohitpanjaitan7@gmail.com | +6289632211500 | <https://www.linkedin.com/in/rohit-panjaitan/> | <https://my-porto-rohitpjtn.vercel.app/> |
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 (Internship)

- 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 (Internship)

- 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 - Sitoluama, 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 - Sitoluama, 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

IT Del Alumni and Career Information System - https://ppkha.del.ac.id/	Jan 2025 - Present
<i>Fullstack Developer, Development Team Lead</i>	
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.	
<ul style="list-style-type: none">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	Oct 2024 - Des 2024
<i>Fullstack Developer</i>	
A web-based platform enabling parents to access their children's academic and non-academic records, promoting transparency and engagement in the educational process	
<ul style="list-style-type: none">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
<i>Web Developer</i>	
A web-based information system designed for SMAN 1 Balige, providing comprehensive details about the school	
<ul style="list-style-type: none">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
<i>Programmer, Game Designer</i>	
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.	
<ul style="list-style-type: none">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
<i>iOS Developer</i>	
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.	
<ul style="list-style-type: none">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

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