

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, as well as DevOps, 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 : 3.80 /4.00 (100 credits)
- Achieved national finalist status in ONMIPA-PT 2023, demonstrating proficiency in mathematics.
- Awarded High Academic Performance Scholarship for excellence in academics
- 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 in Programming and specialized in Game Design.
- 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 a team to develop the initial monolithic system using Laravel.
- Developed key features in an Agile Scrum environment with Laravel.
- Currently refactoring into a microservices architecture using Laravel and Node.js, containerized for scalability
- Designing and building RESTful APIs as part of the system's transition to a service-oriented architecture, enabling integration with a forthcoming mobile app in Kotlin.

Student Information System (IT Del Parent Information System) - 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.

Auction Application - <https://github.com/delcom-itdel/pabwe2024-k7-auctions>

Oct 2024

Web Developer

A web-based auction platform that allows users to create listings, place offers, and compete in bidding activities.

- Developed the application using React.js in a collaborative team setting.
- Integrated Delcom API for user authentication (registration and login) and real-time 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.
- 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

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