



NAUFAL GASTIADIRRIJAL FAWWAZ ALAMSYAH

MAHASISWA SOFTWARE ENGINEERING

TELKOM UNIVERSITY SURABAYA



SURABAYA, INDONESIA



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NAUFAL453

ABOUT

An 8th-semester Software Engineering student at Telkom University Surabaya with a strong passion for web, desktop, and interactive application development. My technical expertise spans HTML, CSS, PHP, JavaScript, and Python, complemented by growing proficiency in Unity 2D and Godot Engine. I am driven by the goal of creating software that bridges the gap between complex technology and non-technical users. By focusing on intuitive design and user-friendly interfaces, I aim to develop tools that are easy to understand and genuinely helpful in solving everyday information technology challenges. Committed to continuous growth, I actively refine my skills in modern programming languages and frameworks to deliver impactful digital solutions.

EXPERIENCE

- Chief Organizer – UKKI Student Organization, Telkom University Surabaya | 2023
 - Appointed as the Chief Organizer for the 2023 Open Recruitment event. Led the end-to-end planning, coordination, and execution process, including team delegation, timeline management, and event logistics. Ensured smooth communication among committees and successfully attracted new members through effective promotion and well-structured activities.
- Digital Content Officer – Software Engineering Program, Telkom University Surabaya | 2022 – 2024 (5 Periods)
 - Responsible for managing, writing, and editing web article content focused on technology and academic-related topics. Contributed to the development of informative and engaging content aimed at students and the broader academic community. Collaborated with fellow team members to maintain a consistent publishing schedule and ensure the quality and accuracy of published materials.
- Research and Innovation Division – Jamaahkuy Community | 2025 – Present
 - Joined the Jamaahkuy community as part of the Research and Innovation Division. Involved in conducting research, developing creative solutions, and implementing innovative initiatives to support the community's goals. Collaborated with other members to explore new ideas, improve existing processes, and contribute to impactful projects that align with the organization's mission.
- Software Development Internship Program at HR Telkom University Surabaya | 2025-2026
 - Developed the HR web application for Telkom University Surabaya during a 5-month internship. Managed the full lifecycle from system analysis to testing—focusing on employee performance recording modules and interactive dashboards.

EDUCATION

Telkom University Surabaya — Software Engineering

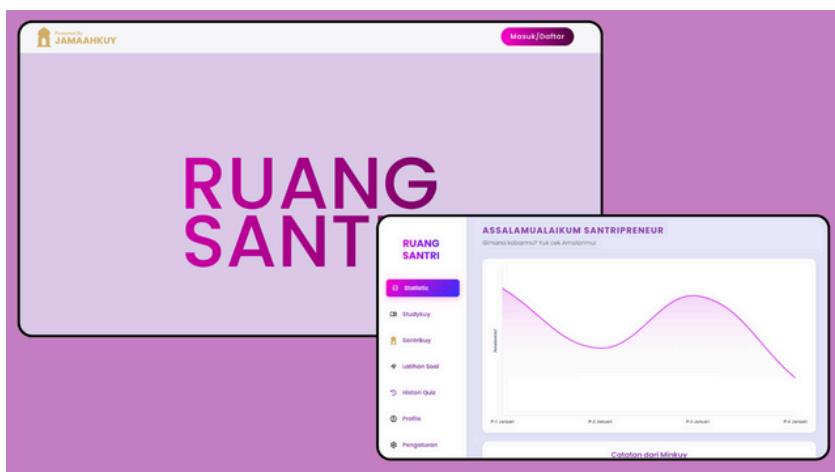
GPA: 3.7

September 2022 - Present

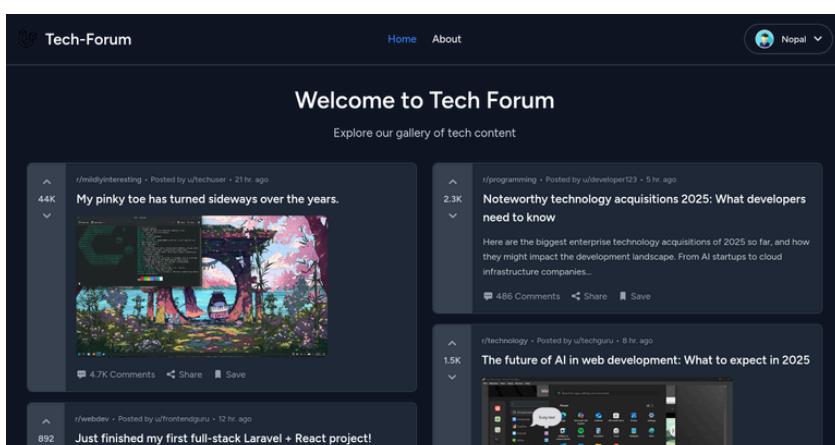
PORTOFOLIO



Alternate Arc Archive
Based on: Laravel, Bootstrap, Mysql



Ruang Santri
Based on: Laravel, Tailwind css, MySql



Tech-Forum
Based on: Laravel, Tailwind css, MySql

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Starting GameOps...
Extracting DXVK files...
DXVK files extracted successfully
GameOps By Test_bench
Main Menu
1. Install/Uninstall Vulkan
2. Optimization
3. Exit
Enter your choice: 1
1. Vulkan 32-bit
2. Vulkan 64-bit
3. Uninstall Vulkan
Enter your choice: 2
1. DirectX 9
2. DirectX 10
3. DirectX 11
Enter your choice: 3
Enter the Game.exe directory path: C:\Users\tb\Documents\GitHub\Gameops\tes
Copied d3d11.dll to C:\Users\tb\Documents\GitHub\Gameops\tes
Copied dxgi.dll to C:\Users\tb\Documents\GitHub\Gameops\tes
DirectX 11 64-bit requirements have been installed
Press Enter to continue...■

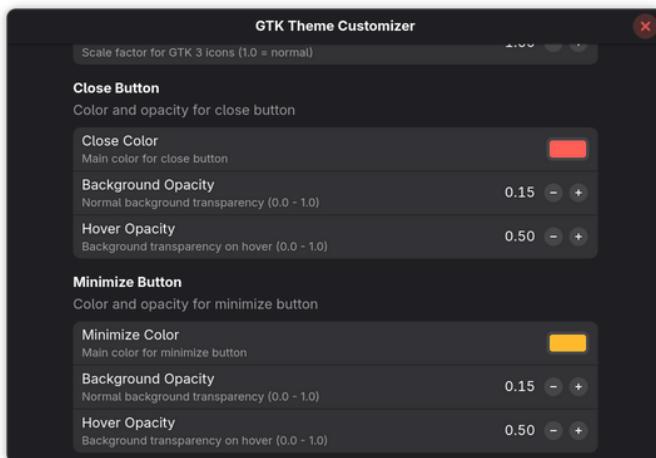
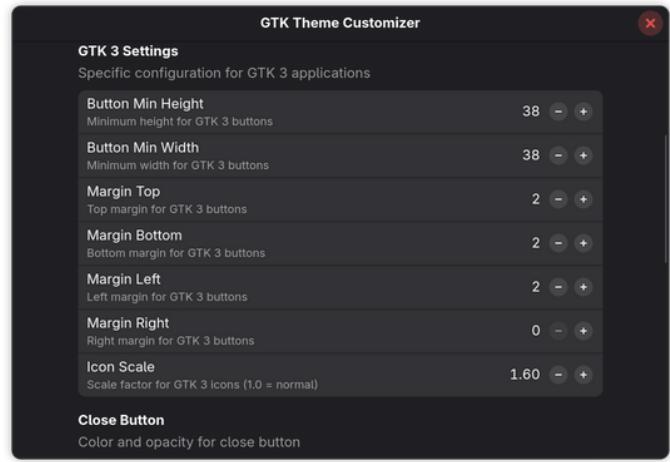
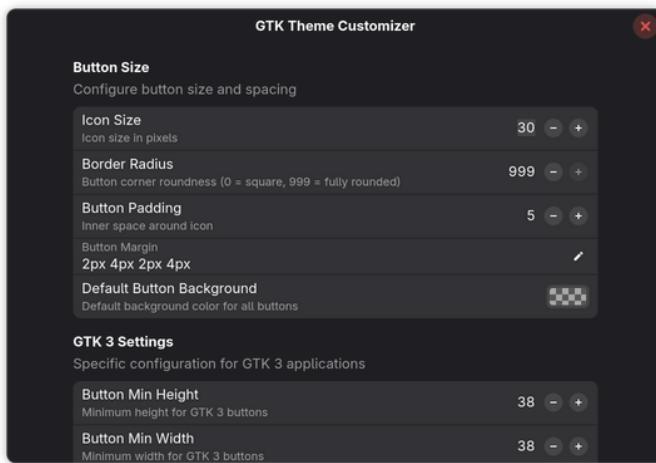
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A Simple CLI Application for Optimizing Windows Games Based on: Python

The screenshot shows the SDM (Sistem Pengelolaan Data Kependidikan) dashboard. On the left, there's a sidebar with navigation links for management modules like Pegawai, Fakultas, Prodi, Level, and Formasi. The main area has tabs for Beranda, PDK, Kinerja Pegawai, and Dupak. The Kinerja Pegawai tab is active, displaying a line chart titled 'Dashboard Pegawai' comparing 'Target Kinerja' (blue line) and 'Capai Kinerja' (green line) over 29 weeks. Below the chart is a table of tasks with columns for Pegawai, Tanggal Kinerja, Pelajaran, Target, Realisasi, Status, and Aksi. Tasks include creating department reports, inputting student data, and reporting academic coordination.

This screenshot of the SDM dashboard shows summary statistics at the top: Total Pegawai (120), Kinerja Pegawai (95%), Menunggu (7), and Tolak/Revisi (3). The Kinerja Pegawai section is identical to the one above. Below it is another table of tasks with columns for Pegawai, Tanggal Kinerja, Pelajaran, Aksi, and Detail. Each task row includes edit and delete icons.

Dashboard Management Human Resources Telkom University Surabaya Based on: Laravel, MySql, Tailwindcss, Bootstrap



GTK Theme Customizer

A CLI utility designed for deep customization and automation of GTK 3 and GTK 4 themes, featuring headerbar effect modifications (blur/gradient) and precise window control button adjustments.

Based on: Bash Script, GTK CSS, Linux.



Waste Sorter (Game)

An Unity game based about sorting trash.

Based on: Unity 2D

SKILLS

Back-End

C++, Python, Laravel, Php

Front-End

Html, Css, Bootstrap, Javascript, NextJs, ReactJs

Database

MySql

Testing

Manual Testing, Automatic Testing (PHPUnit)

Game Development

Unity 2D, Godot

INTERESTS

I am deeply intrigued by the way humans interact with technology, particularly in the context of Artificial Intelligence. My interest lies in understanding how technology influences human behavior, decision-making, and overall societal dynamics. Additionally, I am fascinated by how AI technologies, in turn, affect and reshape social environments, creating new opportunities, challenges, and ethical considerations. I aim to further explore these interactions to better understand the evolving relationship between humans and machines in an increasingly digital world.

LANGUAGES

Indonesia → Native Speaker

English → Still learning