



ANDINA KANAYA AZZAHRA

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PROFILE

A fifth semester student in the Information Systems program at the University of National Development "Veteran" East Java, with a focus on Front-End Development. Proficient in HTML, CSS, JavaScript, Laravel Blade, Flutter, and UI/UX design using Figma. Experienced in developing responsive and user-friendly website and mobile app projects. During my studies, I have been actively involved in the Reasoning and Creativity Organization and various committee activities that support the development of soft skills such as communication, leadership, teamwork, and critical thinking. I am known as someone who adapts quickly and is capable of learning new things.

EDUCATION

UPN "Veteran" Jawa Timur – Surabaya, Indonesia	Aug, 2023 – Now
<i>Undergraduate Information Systems</i>	
<i>GPA : 3.74</i>	
SMAN 2 Pare – Kediri, Indonesia	July, 2020 – May, 2023
<i>Science Major</i>	

ORGANIZATIONAL EXPERIENCE

UKM Penalaran dan Kreativitas UPN "Veteran" Jawa Timur	Nov, 2023 – Now
<i>Technical assistance team member</i>	
Ekstrakurikuler Jurnalistik SMA Negeri 2 pare	Aug, 2020 – Aug, 2021
<i>Member</i>	
Lingkungan Hidup SMP Negeri 39 Surabaya	Sept, 2018 – Des, 2019
<i>Member</i>	
English Club	Aug, 2017 – Aug, 2018
<i>Member</i>	

COMMITTEE

Fasilkom Fest	May, 2025 – Now
<i>Member of Public Relations :</i> <ul style="list-style-type: none">Creating and managing promotional content for events on social mediaDeveloping communication strategies to increase awareness and engagementEstablishing partnerships with media partners and sponsors	
Laskara	June, 2025 – Aug, 2025
<i>Member of Fundraising and Consumption :</i> <ul style="list-style-type: none">Design and schedule business fund activities and fundraising.Survey food ingredients and arrange consumption for the committee during the event	
Sistem Informasi Mengajar	July, 2024 – Sept, 2024
<i>Member of Equipment and Consumption :</i> <ul style="list-style-type: none">Preparing equipment and refreshments for the committee and participants during the event	

Mosaik 2024	May, 2024 – Aug, 2024
<i>Member of Senior Mentor :</i> <ul style="list-style-type: none"> Guiding and directing new students during the orientation program Acting as a liaison between the committee and participants to ensure that information is conveyed properly Supervising, motivating, and maintaining order within the group during activities 	
Scientific Journey UKM Penalaran dan Kreativitas	May, 2024 – July, 2024
<i>Member of Field and Security :</i> <ul style="list-style-type: none"> Manage the technical flow of activities in the field and ensure order and safety during the event 	
UPN Mengajar UKM Penalaran dan Kreativitas	May, 2024 – Aug, 2024
<i>Member of Sponsorship :</i> <ul style="list-style-type: none"> Prepare proposals and contact sponsors to support community service activities Establish communication with external parties for event funding needs 	

COLLEGE PROJECT

UI/UX Design for the Sades (Sarana Desa) Application Rejosari Village, Temanggung	Aug, 2024 – Des, 2024
<i>Information System Design Analysis Course Project</i> <ul style="list-style-type: none"> Designing the user interface (UI) and user experience (UX) of a village service application based on community needs Conducting system requirements analysis and designing wireframes and application prototypes 	
Wisata Pintar Desktop Application	Aug, 2024 – Des, 2024
<i>Project Desktop Programming Course</i> <ul style="list-style-type: none"> Create a smart desktop travel application to display travel information and articles Implement search features and a GUI-based interface 	
Website Adoptme	Feb, 2025 – June, 2025
<i>Website Programming Course Project</i> <ul style="list-style-type: none"> Build an animal adoption website using Laravel with CRUD features for animals, users, and the adoption process Design a responsive and user-friendly interface using Blade, HTML, CSS, and JavaScript Manage user authentication and role-based page routing (admin & user) 	
Healthy Campus Mobile Application	Feb, 2025 – June, 2025
<i>Mobile Programming Course Project</i> <ul style="list-style-type: none"> Developing Flutter and Dart-based mobile applications to promote healthy lifestyles on campus Designing UI/UX and implementing features such as health articles, healthy campus challenges for users, and user data management 	
Journal Publication (User Acceptance Analysis of AI GROK on Platform X)	Feb, 2025 – June, 2025
<i>Project IT Performance Measurement Course Published in JAIEA Vol. 4 No. 3 (2025)</i> <ul style="list-style-type: none"> Analyzing user acceptance of AI GROK using the TAM method and a quantitative approach 	
Project Plan Website Adoptme	Feb, 2025 – June, 2025
<i>Information Systems Project Management Course Project</i> <ul style="list-style-type: none"> Prepare a complete Project Plan document based on PMBOK standards for the development of the "AdoptMe" animal adoption website Document all aspects of project management from planning to control and reporting 	

SKILLS

Soft Skill :
<ul style="list-style-type: none">• Time management skills• Organizational skills• Communication• Relationship building skills• Analytical skills
Hard Skill :
<ul style="list-style-type: none">• MS Excel, MS Powerpoint, MS Word• Design UI/UX (Figma, Canva)• Visual Studio Code• HTML, CSS, JavaScript, Laravel Blade, Flutter UI, Responsive Design• ERD, Requirement Gathering