

Putri Indah Lestari

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Third-year Information System student at Universitas Indonesia with strong interest in cybersecurity. Passionate about learning how to protect digital systems and data from cyber threats. Committed to continuously developing technical skills and knowledge to effectively understand and address cybersecurity challenges. With a strong commitment to excellence, I strive to achieve the best results in every task I undertake.

EDUCATION

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| BCompSc in Information System, Universitas Indonesia | 2022 - Present |
| <ul style="list-style-type: none">• Current GPA: 3,28/4.00 (99 credits) | |
| Dibimbing.id | 2025 - Present |
| <ul style="list-style-type: none">• Cybersecurity Bootcamp• Gained practical skills in cybersecurity tools and techniques: Nmap, Wireshark, OpenSSL, etc.• Currently maintaining an average project score of 90/100. | |
| High School Diploma – SMAN 47 Jakarta | 2019 – 2022 |
| <ul style="list-style-type: none">• Science | |

ORGANIZATIONAL EXPERIENCES

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| Public Relations, BEM Fasilkom UI | April 2023 – December 2023 |
| <ul style="list-style-type: none">• Executed content strategies for Instagram and LINE accounts, increasing engagement and reach.• Wrote over 20 engaging captions tailored to student audiences.• Represented BEM Fasilkom UI at UI Creates, introducing the organization to prospective students and explaining student activity insights. | |
| Staff of Business IT Case Competition, COMPFEST | April 2023 – December 2023 |
| <ul style="list-style-type: none">• Contacted and secured 5+ judges and case creators to ensure a high-quality competition experience.• Monitored competition rounds to ensure fairness and identify potential rule violations.• Reviewed and evaluated 20+ Business IT Case papers submitted by high school participants. | |
| Public Relations, Open House Fasilkom UI | Aug 2022 – November 2023 |
| <ul style="list-style-type: none">• Served as the Master of Ceremony for the main event of Open House Fasilkom UI with 120+ students and 90% participant satisfaction rate.• Organized webinar COMPUTALK VOL. 2: Fasilkom UI as an Investment for Your Future, with 56 participants and two expert interviewees.• Presented and introduced the Faculty of Computer Science during Fasilkom Goes to School, an Open House outreach event, reaching approximately 180 participants across 3 senior high schools. | |

PROJECT & ACHIEVEMENTS

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| Top 5 Students of Cybersecurity Bootcamp, Dibimbing.id. | April 2025 – Present |
| Currently enrolled in a cybersecurity bootcamp that combines theory with hands-on training in both Red Team (penetration testing) and Blue Team (defense) activities. I complete weekly projects simulating real-world cybersecurity scenarios and have been ranked among the top 5 students based on my performance. | |
| Project Manager & Full-Stack Developer, SISCO Conference System | In Progress |
| Currently developing SISCO, an integrated conference information system website in collaboration with IAPA (Indonesian Association for Public Administration). The platform streamlines the entire conference process—from registration and paper selection to presentation management and e-certificate distribution. As Project Manager, I lead the team to ensure smooth coordination and timely delivery, while also actively contributing to both frontend and backend development. | |
| Semifinalist of Sebelas Maret Business Case Competition, Universitas Sebelas Maret | September 2024 |
| Reached the semifinals in a national-level business case competition themed “ <i>Sustaining Innovative Business in Technology Information on A Digital Marketing.</i> ” | |

- [Network Analysis and System Implementation](#), SMA Islam Al Azhar 1 Sept 2024 – Dec 2024
Analyzed the network infrastructure and identified existing issues at SMA Islam Al Azhar 1 as part of the Computer Systems and Networks course. Conducted needs assessment and network mapping to understand requirements, followed by the implementation of appropriate computer and network systems to improve connectivity and performance.
- [UI Mobile](#), UI/UX Design Project Feb 2024 – June 2024
Designed the UI/UX for a mobile application aimed at improving accessibility to university academic services. Conducted user research through interviews, created user journey maps and personas, developed low-fidelity and high-fidelity prototypes, and performed usability testing. Successfully delivered the project with an excellent grade (A).

SKILLS

Programming Languages: Python (Intermediate), Java (Intermediate)

Frameworks & Tools: Spring Boot (Beginner), Django (Beginner), Vue.js (Beginner), Canva (Proficient), Nmap, Wireshark, OpenSSL

Soft Skills: Adaptability, Problem Solving, Teamwork & Collaboration