R IZQI A NDHIKA P RATAMA

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Born at Banjar Baru, 25th of August 2004 | Cluster Alisa Residence 2, Pondok Aren

EDUCATION

Bandung Institute of Technology Jatinangor, West Java
- Bachelor of Engineering in Information System and Technology, **GPA: 3.97** June 2022 - 2026 (Expected)

Introduction to Computation Laboratory Assistant Jatinangor, West Java
- Assisting undergraduate student, supervising, and checking practicum works. September 2023 – June 2024
Specialized in Python Language.

EXPERIENCE

General Director of Anmategra at KM ITB Bandung, West Java
Project Manager July 2024 - Present
- Direct programs planning to develop Anmategra
- Develop Anmategra's blueprint and whitepaper

Head of Capital Catalyst at HMIF ITB Bandung, West Java
Fundraising Committee June 2024 - Present
- Direct entrepreneurship programs at HMIF ITB
- Manages ideas and executions of each fundraising program

Entrepreneurship Staff at SkillUp Bandung, West Java
Fundraising Staff Maret 2024 - Present
- Manages the merchandise mechanism and idea storming

Chief Executive Officer at Danrier Jakarta, JKT
Head of Business September 2017 - Present
- Leading the business since 2017, the name was initially Buyrrier,
but it merged with Darkonyx in 2022 producing the name Danrier.
- Selling game items, currencies, and gaming services

Marketing Staff at Inkubator IT Bandung, West Java
Marketing Internship Oct 2023 – May 2024
- Responsible for @inkubatorit Instagram media and content

Chief Marketing Officer at Genshiken ITB Bandung, West Java
Marketing Specialist Aug 2023 – Jan 2024
- Responsible for Genshiken's product exposure which related to the successfulness
of selling

UI/UX Designer at Datare Bandung, West Java
Website Designer Nov 2023 - Jan 2024
- Designed Datare's official website and application that focuses on providing database for clinics throughout Bandung.

Punakawan at STEI-K 22 Bandung, West Java
Relation Manager April 2023 - Aug 2023
- Distributing information to STEI-K 23. Connecting between the newly STEI-K 23 with STEI-K 22 in terms of college
experience sharing and welcoming party. Ushering STEI-K 23 to create their own structural organogram.

LEADERSHIP AND VOLUNTEERING EXPERIENCE

Propaganda Staff at Skhole-ITB June 2023 – June 2024
- Content writing about education for Skhole's social media

Head of Logistics at PPAB Skhole 2023   June 2023 - Mar 2024
- Leading the management of the operational needs for other divisions during the PPAB Skhole 2023

HMIF Liaison Officer at Parade Wisuda Oktober ITB 2023   September 2023 - Oct 2023
- Guiding HMIF graduates and becoming the contact person during the preparation of Wisuda Oktober 2023

Head of Food Provider at Genshiken Staff Training 2023   June 2023 - Nov 2023
- Responsible for the needs of foods and beverages for GST 2023's staffs and participants

Head of Valorant Competition at STEI-K Cup 2023   July 2023 - Sep 2023
- Arranging STEI-K CUP Valorant competition including the staff works distribution, schedule making, competition guidelines, and venue making.

Entrepreneurship Staff at OSKM ITB 2023   June 2023 - Aug 2023
- Responsible for selling sponsors' products and raising funds. Managing booth tenants regarding the selling workflows.

Marketing Staff at Genshiken Fair 2023   Mar 2023 - May 2023
- Responsible for Irusboru Project's selling and exposure. Content creating for Irusboru's social media

Entrepreneurship Staff at Genshiken Fair 2023   Mar 2023 - May 2023
- Responsible for Genshiken Fair's fund raising by selling foods, beverages, and merchandise on site during the event

Digital Design Staff at Malam Keakraban STEI-K Jatinangor 2023   Jan 2023 - Feb 2023
- Designing STEI-J's book of memories and documentations.

Entrepreneurship Staff at Aku Masuk ITB 2023   Oct 2022 - Feb 2023
- Managing booth tenants. Selling merchandise and foods to raise funds during the event.

Vice Head of Relation at Aksi Angkatan Skhole 2022   Oct 2023 - Dec 2022
- Responsible for contacting Rumah Belajar to arrange the venue and schedule for the Aksi Angkatan.

Relation Staff at Aksi Angkatan STEI 2022   Oct 2023 - Dec 2022
- Responsible for contacting Orphanages to discuss about the systematic of Aksi Angkatan.

ACHIEVEMENT AND AWARD

[National] Top 20 of HackFest GDSC 2024   Bandung, West Java
Hackathon held by GDSC Indonesia for university students across Indonesia   Jan 2024
to build solution based on United Nation 17 SDGs.
- Top 20 amongst 650 teams. Creating a software called RoadEye that monitors road accident.

[National] Semifinalist of NOPEC Chernival 2022   Surabaya, East Java
National Olympiad and Innovation Challenge of Chemical Engineering.   Feb 2022
- Ranked 11th amongst 325 teams. Creating a solution proposal regarding industrial waste disposal.

PROJECT

- **Michael-vs-Lalapan | Object Oriented Programming** - (2024) [Preview]

The project was made to fulfill "**Pemrograman Berbasis Objek STI**" class final project. The project process consists of 5 days planning class diagram and 12 days coding the game. Michael-vs-Lalapan is a Plants-vs-Zombies lookalike game that is made with simpler flows and shorter time. A completely new experience by using Java Swing to develop the game GUI.

- **Wayang-Wave! | Abstract Data Types Full Utilization** - (2023) [Preview]

The project was made to fulfill "**Algoritma dan Struktur Data STI**" class final project. It was coded within 20 days using only stdio, stdlib, and time modules. The pressure and challenge in coding this program opened a whole vast knowledge for me in **C Programming**. Certainly coming in second place as my top 3 favorite projects after DICE-DU.

- **Makan Yuk! | SPARTA 2023 Milestone Project** - (2023) [Design]

Makan Yuk! is a website where people search for information about healthy food to plan their diet for a healthier lifestyle. The website provides reviews, prices, categories filter, and nearest food provider (under development). The design was made with **Figma**.

- **Roro-Bondo | Simple Input/Output Data-Based Game** - (2023) [[Preview](#)]

An Input/Output Game made using **Python** with csv as the medium for the data. ASCII arts are involved to visualize the changing of the data better.

- **DICE-DU | Educational Digital Board Game** - (2022) [[Preview](#)]

An educational digital board game where snake and ladder are combined with quizzes (Math and Physics) to enhance the game flow with players up to 4 people. Made using **Python** with **TKinter** and **Pygame**.

ADDITIONAL

Technical Skills: Advanced in Haskell, HTML/CSS, NextJS, Tailwin, TypeScript, and Javascript; Proficient in MySQL, PostgreSQL, Java, Python, and C.
Languages: Fluent in Indonesia; Conversational Proficiency in English; Elementary Proficiency in Japanese.
Certifications & Training: IELTS - Band Score 7.0 / 9.0.