

# RIZQI ANDHIKA PRATAMA

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## EDUCATION

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### Bandung Institute of Technology

- Bachelor of Engineering in Information System and Technology, [GPA: 3.97](#)

Bandung, West Java  
June 2022 - 2026 (Expected)

### Information System Laboratory Assistant

- Assisting IST students, supervising and concepting final projects  
Specialized in Information System.

Bandung, West Java  
August 2024 – Present

### Introduction to Computation Laboratory Assistant

- Assisting undergraduate student, supervising, and checking practicum works.  
Specialized in Python Language.

Bandung, West Java  
September 2023 – June 2024

## EXPERIENCE

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### General Director of Anmategra at KM ITB

Project Manager

- Direct programs planning to develop Anmategra
- Develop Anmategra's blueprint and whitepaper

Bandung, West Java  
July 2024 - Present

### Head of Capital Catalyst at HMIF ITB

Fundraising Committee

- Direct entrepreneurship programs at HMIF ITB
- Manages ideas and executions of each fundraising program

Bandung, West Java  
June 2024 - Present

### Chief Executive Officer at Danrier

Head of Business

- 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

Jakarta, JKT  
September 2017 - Present

### UI/UX Designer at Datare

Website Designer

- Designed Datare's official website and application that focuses on providing database for clinics throughout Bandung.

Bandung, West Java  
Nov 2023 - Jan 2024

## ACHIEVEMENT AND AWARD

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### [National] Top 20 of HackFest GDSC 2024

Hackathon held by GDSC Indonesia for university students across Indonesia to build solution based on United Nation 17 SDGs.

- Top 20 amongst 650 teams. Created a software called RoadEye that monitors road accident.

Bandung, West Java  
Jan 2024

### [National] Semifinalist of NOPEC Chernival 2022

National Olympiad and Innovation Challenge of Chemical Engineering.

- Ranked 11th amongst 325 teams. Creating a solution proposal regarding industrial waste disposal.

Surabaya, East Java  
Feb 2022

## PROJECT

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- **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.

- **Addesia Jaya - Company Analysis | System Requirement Analysis** - (2024) [[Preview](#)]

PT Addesia Jaya is a company specializing in distributing building materials through offline store branches. However, it faced a problem in the business process and my team successfully pitched an innovative that soon was implemented by the company. The project consists of requirement gathering, company consulting, and solution pitching.

- **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

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### Technical Skills:

- Software Engineering: Advanced in Haskell, HTML/CSS, NextJS, Tailwind, TypeScript, and Javascript; Proficient in MySQL, PostgreSQL, Java, Python, and C.
- Project Managing: Figma, Miro, Analysis Frameworks.

**Languages:** Fluent in Indonesia; Conversational Proficiency in English; Elementary Proficiency in Japanese.

**Certifications & Training:** IELTS - Band Score 7.0 / 9.0.