Ralfazza Rajariandhana

Indonesia

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Third year computer science student currently studying in Australia with hands-on experience in web development, game development, and teaching students.

EDUCATION

UNIVERSITY OF QUEENSLAND (UQ)

February 2025 - Present

Double degree student in partnership with ITS. Enrolled in Bachelor of Computer Science with Major in Cyber Security. Expected to graduate in July 2026.

SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY (ITS)

August 2022 - Present

Enrolled in Informatics Engineering International Undergraduate Program. 3.51 GPA on a 4 scale system for 105 credits throughout 5 semesters. Expected to graduate in July 2026.

AL-IZHAR PONDOK LABU

July 2019 - May 2022

Graduated from Math and Natural Science course. Member of Environmental Club (2019-2022) and Public Relations (2019-2022).

EXPERIENCE

SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY

Algorithms and Computer Programming Teaching Assistant

August 2024 - December 2024

Teaches Industrial Engineering students fundamental programming using C programming language and later on using Python up until simple sorting and searching algorithms. Assist the lecturer in grading students.

Fundamental Programming Teaching Assistant

August 2024 - December 2024

Teaches international students fundamental programming using C programming language up until simple sorting and searching algorithms. Creates programming problems for quizzes and lab works. Assist the lecturer in grading students.

Data Structures Teaching Assistant

February 2024 - July 2024

Teaches international students data structures and algorithms using C/C++. Creates programming problems for quizzes and lab works. Assist lecturers in grading students.

Research Assistant

December 2023 - May 2024

Aide the lecturer's research by creating python scripts to analyze data.

Fundamental Programming Teaching Assistant

August 2023 - December 2023

Teaches international students fundamental programming using C programming language up until simple sorting and searching algorithms. Creates programming problems for quizzes and lab works. Assist the lecturer in grading students.

PT RAJAWALI HOLDINGS INDONESIA

Frontend Web Developer

July 2024 - August 2024

Developed and designed the responsive frontend for the company's profile website, ensuring a seamless user experience across all devices.

SCHEMATICS ITS

Expert Game Developer

January 2024 - November 2024

Design and develop games from scratch using C# with Unity Engine to be used in the Schematics 2024 reaching over 1000 players online. Focused on creating the core inventory system and item pick-up mechanism for the first game and led development on user interfaces for second game.

Guest Speaker

July 2024 - August 2024

Speaker for "Road To NPC" by Schematics NPC 2024. Teaches fundamental programming towards participants using C++ to prepare the competition.

Liaison Officer

July 2024 - August 2024

Provided guidance and support to participants of Schematics BST 2024 bootcamp, offering answers and insights on front-end web development with HTML, CSS, and JavaScript.

Game Developer

February 2023 - November 2023

Collaborated in a team to develop games using C# with Unity Engine for Schematics 2023. Games were played by over 1000 participants in the elimination round.

ALGORITHMS AND PROGRAMMING LABORATORY

Practicum Coordinator

August 2024 - December 2024

Responsible for all teaching assistants of Fundamental Programming Course, arranged the course's timeline, sets up website to held programming practicum.

Lab Administrator

January 2024 - Present

Administrator for ITS Informatics Engineering's Algorithms and Programming Laboratory. Co-Coordinator for the Data Structures course.

AL-IZHAR PONDOK LABU

Student Council

October 2019 - January 2022

Worked in Public Relations Division. Specialized in documentation and information broadcast.

SKILLS

TECH STACK
- Data structures and algorithms using C/C++
- Web frameworks such as Laravel and Gin with help of Tailwind CSS, Alpine.js, Livewire
- Game development and object-oriented Programming using C# with Unity Engine
- Data analyzing using Python with pandas, matplotlib, numpy
- Database management using MySQL, SQLite, and PostgreSQL

LANGUAGES
- Indonesian (Native speaker)
- English (Proficient, IELTS 7.0)