# Ralfazza Rajariandhana

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#### **SUMMARY**

Third year computer science student from Indonesia currently studying in Australia. Professional hands-on experience in web development with modern frameworks and game development with a strong ability to collaborate in teams.

## **SKILLS**

Data structures and algorithms using C/C++. Web frameworks such as Laravel with help of TailwindCSS, Alpine.js, Livewire, React, TypeScript, Node.js, Express.js. Game development using C# with Unity Engine and Java. Proficient in English with an IELTS score of 7.0 and an Indonesian native speaker.

## **EDUCATION**

# UNIVERSITY OF QUEENSLAND (UQ)

Bachelor of Computer Science

February 2025 - Present

In a partnership Double Degree Program with ITS. Bachelor of Computer Science with Major in Cyber Security. Expected to graduate in June 2026.

# SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY (ITS)

Bachelor of Informatics Engineering

August 2022 - Present

Bachelor of Informatics Engineering in an International Undergraduate Program. Achieved 3.51 GPA on a 4 scale system. Expected to graduate in June 2026.

#### WORK EXPERIENCE

# SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY

Algorithms and Computer Programming Teaching Assistant

August 2024 - December 2024

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

Fundamental Programming Teaching Assistant

August 2024 - December 2024

- Teaches international Informatics Engineering students fundamental programming using C 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 Informatics Engineering students data structures and algorithms using C/C++.
- Creates programming problems for quizzes and lab works.
- Assist the lecturer in grading students.

Research Assistant

December 2023 - May 2024

• Aide a professor's research by creating python scripts to analyze data.

Fundamental Programming Teaching Assistant

August 2023 - December 2023

- Teaches international Informatics Engineering students fundamental programming using C 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 Intern

July 2024 - August 2024

• Developed the company's profile website ensuring a responsive experience across all devices.

#### SCHEMATICS ITS

Expert Game Developer

January 2024 - November 2024

- Design and develop games on Unity Engine to be used in the Schematics NLC 2024 reaching over 1000 players online.
- Created the core inventory system and item pick-up mechanism for the first game and led development on user interface for the second game.

Guest Speaker July 2024 - August 2024

• Fundamental programming speaker for participants of "Road To NPC" event Schematics NPC 2024.

Liaison Officer July 2024 - August 2024

• Provided guidance and support to participants of Schematics BST 2024 bootcamp, offering answers and insights on basic frontend 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.
- Gained over 1000 players for the game during 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 and maintains a website to hold programming practicum.

Lab Administrator

January 2024 - December 2024

- Administrator for ITS Informatics Engineering's Algorithms and Programming Laboratory.
- Give help with events held by the laboratory such as community service towards locals and aid the professors.
- Vice Practicum Coordinator for the Data Structures course.