I Putu Rama Dita

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SUMMARY

Motivated and results-driven Information Technology student with 3+ years of experience in website and application development. Proven ability to lead teams, deliver enterprise-level solutions, and mentor peers with measurable results. Strong foundation in software engineering, UI/UX, and full-stack development, with experience across academic, organizational, and professional settings. Adept at problem-solving, time management, and communication.

EDUCATION

SMK N 1 Sukawati — Kampus Kesenian Bali di Batubulan. Jalan SMKI, Br. Pegambangan | High School Diploma Software Engineering | Jan 2020 to Jan 2023

- Completed internship contributing to 2 real-world web applications as Full-stack Web Developer in 6 month.
- Learned programming fundamentals, database design, OOP, UI/UX, and project documentation.

Udayana University — Jl. Raya Kampus Unud, Jimbaran, Kec. Kuta Selatan | No Degree

Information Technology | Jan 2023 until Present | **GPA 3.72 (4th semester)**

- Completed >10 academic projects and collaborated in teams of 2–5 students.
- Studied core IT topics: programming, databases, networking, software engineering, and web development.
- Actively participated in >5 IT competitions and communities in the last 2 years.

EXPERIENCE

FULL-STACK DEVELOPERS | Mar 2022 to Aug 2022

PT Foxbyte Global Inovasi - Jl. Soka No.40C, Kesiman Kertalangu, Kec. Denpasar

- Managed and coordinated a team of 5 developers to deliver an enterprise-level ERP web application.
- Built and deployed the "One Dashboard" website using Laravel, handling backend, routing, and UI.
- Integrated 4 ERP modules (finance, inventory, HR, Loan) improving cross-division processes by ~20%.
- Wrote >5 pages of technical documentation and defined coding standards for team consistency.

ASSISTANT LECTURER PRACTICUM BASIC PROGRAMMING ALGORITHM | Sep 2024 to Dec 2024 Information Technology, Udayana University

- Mentored ~7 students in understanding programming logic and efficient algorithm design.
- Mentoring students in working on 5 case study modules and practicum reports.

LEAD SOFTWARE ENGINEERING TEC ART | Feb 2025 to Jan 2026

Information Technology, Udayana University

- Directed a 3-member Software Engineer division to launch the TEC ART organizational website.
- Conducted >3 workshops and presented to audiences of 30+ students.

PROJECTS & AWARDS

1ST PLACE - WEB DESIGN ITCC 2023 | Oct 2023 to Nov 2023

Organized by Udayana University - Faculty of Engineering, Information Technology

- Designed a responsive job seeker website with clean layout and excellent user experience.
- Developed the site using HTML, CSS, and vanilla JavaScript, achieving 1st place out of more than 40 individual participants.

2ND PLACE – AWARD OF STUDENT PROMOTION INFORMATION TECHNOLOGY STUDY PROGRAM | Aug 2024 Faculty of Engineering, Information Technology

- Selected as one of 2 students based on academic performance and organizational contributions.
- Represented department in national competition presenting a project aligned with SDGs and Industry 4.0.

SKILLS

Technical Skills

- Programming Languages: JavaScript, TypeScript, PHP, Kotlin.
- Frontend Development: HTML5, CSS3, JavaScript (ES6+), responsive web design, UI/UX principles.
- Backend Development: PHP, Node.js, RESTful API integration.
- Mobile Development: Android development using Kotlin.
- Database Management: MySQL, PostgreSQL, MongoDB, database design and optimization, SQL querying.
- Version Control Systems: Git, GitHub, GitLab.
- Project Management Tools: Trello (task and workflow management, sprint planning).
- Software Development Practices: Agile/Scrum methodology, full-stack development lifecycle.

Soft Skills

- Adaptability and flexibility in dynamic environments.
- Effective team collaboration and cross-functional communication.
- Strong analytical thinking and problem-solving skills.
- Good written and verbal communication in technical and non-technical contexts.

LANGUAGES

- Bahasa Indonesia: Native / Fluent.
- English: Intermediate / Professional Working Proficiency.