



Ni Wayan Ratih Purwaning Santi

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PROFILE

A student majoring in information systems who recently completed her bachelor's degree at ITB STIKOM Bali with a GPA of 3.88.

Currently, I work as a coding teacher at Timedoor Academy and freelance in managing website development. As a teacher and freelancer in website development, I have developed my potential in communication with clients such as discussing the desired website, overcoming problem-solving, and maintaining project timelines. Working closely with the team regarding the work process, sometimes I also focus on making system designs, and database designs.

At the moment, I am still improving myself by learning new things, especially in the field of software development, like tried to use another languages, and tools.

EDUCATION

Bachelor of Computer,

Institut Teknologi dan Bisnis (ITB) STIKOM BALI
Business Intelligence Concentration

Sep 2018 – Feb 2022
Denpasar

ORGANIZATIONS

HIMAPRODI SI, Financial Manager

Jul 2018 – Jul 2019

SKILLS

PHP

Intermediate

Laravel

Intermediate

JavaScript

Intermediate

React Native

Beginner

MySQL

Intermediate

PROFESSIONAL EXPERIENCE

Freelancer

Dec 2021 – present
Denpasar

- Manage several information systems projects such as websites, and multimedia mobile applications.
- Created and managed project plans, timelines, and budgets.
- Developed and updated tracking spreadsheets for process monitoring and reporting.
- Collaborated with clients to define project requirements and deliverables.
- Created wireframes and mockups to connect the information structure of the site and present design ideas to clients.
- Maintained database systems to track and analyze operational data (relationship between fields in the database (ERD)).
- Explain the flow of the system to the clients.
- Perform the system testing process before it is given to the client.

Timedoor Academy, Teacher Coding

Feb 2022 – present
Denpasar

- Teaching frontend websites using HTML, CSS, and JavaScript.
- Teaching Bilingual Classes (English and Indonesia).
- Students aged start from 14 years old – 22 years old.
- Making games using the Phaser framework, and mobile applications using react native.
- Helped students explore concepts with engaging, learning-focused activities.
- Scheduled conferences with parents to discuss students' progress and classroom behavior.
- Met with students, parents, and administrators to address and resolve students' behavioral and academic issues.
- Participated in parent-teacher conferences to discuss the developments of students and increase support.
- Perform problem-solving when there is an error program.

PT. Timedoor Indonesia, QA Mobile

Sep 2023 – Dec 2023
Denpasar

- Created comprehensive test plans, test scripts, and use cases to support testing objectives.
- Solved hardware and software interface issues to boost system integrity.
- Evaluated function, performance and design compliance of every product against design standards and customer needs.
- Advised developers on problems with databases, performance and other issues.
- Recommended changes and corrections to developers for optimal software performance and usability.
- Documented testing procedures for developers and future testing use.

- Use application testing such as Notion, GitHub, Postman, and Jmeter.

CERTIFICATES

Project Management Associate

Institution: Logical Operations 2021

Lite Program Batch 2

Altera Academy 2023

Programmer

Institution: Indonesian Professional Certification Authority

Quality Assurance

Altera Academy 2023

PROJECTS

Sistem Pendukung Keputusan Kelayakan Pemberian Kredit LPD Pakraman Bekul

- Explain and discuss with programmers the concept of the system to be worked on and the method used SAW method.
- Created a schedule or deadline for each stage of work.
- Created a database design.
- Created interface design (wireframes).
- Analyze the flow of the coding process.
- Explain the flow of coding to the client such as the concept used and the flow of the systems.
- Do a bug fixed if there is a problem when the system is running.

Aplikasi Pengolahan Data Kerja Praktek pada Dinas Kominfo dan Statistik Kota Denpasar

- Discuss with the client regarding the details of the desired system flow, costs, and deadlines.
- Created system designs (DFD, use case diagrams, and flowcharts) and design database.
- Created an interface design (wireframe).
- Discuss with programmers regarding the system to be worked on, job desks, and schedules.
- Testing the system before being handed over to the client.
- Do a bug fixed if there is a problem when the system is running.
- Perform problem-solving related to the constraints faced by the client related to system flow.

Multimedia Interaktif Metode Pembelajaran Berbasis Animasi

- Continue the progress of the application that was made before.
- Discuss with clients regarding deadlines and budgets.
- Discuss with programmers regarding deadlines and job desks.

Flame Buster Game

- Created the game design.
- Used Phaser Framework (JavaScript Library).
- The concept of the game is a Shooter game.