



# 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 project manager.

## 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*

### HTML

*Intermediate*

### CSS

*Intermediate*

### JavaScript

*Intermediate*

### React Native

*Beginner*

### MySQL

*Intermediate*

## PROFESSIONAL EXPERIENCE

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### **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.

## CERTIFICATES

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### **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.