SINCLAIR COLLINS

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I am a 6th semester Undergraduate Computer Science Student in Universitas Atma Jaya Yogyakarta. have a high enthusiasm for learning new things, which motivates me to continuously expand my knowledge and skills. I also have a strong desire in solving a problem which helped me in my journey throughout my study. I have acquired a solid understanding of fundamental computer science concept and have developed skills in some programming language as well as machine learning and deep learning.

Achievements

LSPP 1 SMKN 2 Singkawang – **Singkawang, Kalimantan Barat**   2022
Participant
LSP Participant in Multimedia at Vocational High School Level
- Completing LSP Multimedia courses
- Completing LSP Multimedia test

TOEIC Listening and Reading   Aug 2021
Participant
Participant of TOEIC 2021
- Completing TOEIC with a score of 770/990

Education Level

Universitas Atma Jaya Yogyakarta – **Sleman, Yogyakarta**   Aug 2022 - Aug 2026 (Expected)
Indonesia
Bachelor Degree in Computer Science, *3.64/4.00*

Projects Experience

Metaverse UAJY – **Yogyakarta**   Sep 2022 - Nov 2022
Member of Programming Division
A University level project under major of Information System in Atmajaya where we create Metaverse UAJY Campus to visualize our campus into Metaverse.
- Create the website to access the Metaverse.

CinemaHub – **Yogyakarta**   Aug 2024 - Dec 2024
Member of Programming Division
Collaborated in a team to design and develop a fully functional ticketing mobile app as part of the final project for the Platform Based Programming course.
- Created intuitive mobile UI/UX designs to enhance user interaction and app accessibility.
- Contributed to both client-side and server-side development to ensure seamless app functionality.
- Participated in troubleshooting and fixing technical issues to improve performance and reliability.

LapakLumine – **Yogyakarta**   Oct 2024 - Dec 2024
Member of Programming Division
Collaborated in a team to design and develop a fully functional e-commerce website as part of the final project for the Web Programming course.
- Designed the website layout and user interface to ensure a smooth user experience.

- Developed the project using a full-stack approach, handling both front-end and back-end functionalities.
- Identified and resolved bugs throughout the development process to maintain system stability.

ReUseMart **– Yogyakarta**   Mar 2025 - Jul 2025 (Expected)
Member of Programming Division
Collaborated in a team to design and develop a fully functional e-commerce website and mobile app for a second-hand marketplace, as part of the final project for the Web Programming course.
- Analyzed and gathered system requirements to ensure the solution met both functional and non-functional needs for the platform.
- Designed the website layout and user interface to ensure a smooth user experience.
- Developed the project using a full-stack approach, handling both front-end and back-end functionalities.
- Identified and resolved bugs throughout the development process to maintain system stability.