

Samuel Parlindungan Malau

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EDUCATION

Bachelor of Information Technology, **University of North Sumatra** 2019-2024

SKILLS

Programming skills :

- HTML, CSS (Intermediate)
- PHP/Laravel (Intermediate)
- MySQL (Intermediate)
- Javascript (Beginner)
- Kotlin (Beginner)
- RestAPI (Beginner)
- C++ (Beginner)
- C# (Beginner)

Tools :

- Visual Studio Code
- Git/GitHub
- Figma
- Microsoft Office
- Android Studio
- XAMPP
- Postman
- Unity Engine

Self-directed Projects

Citridx, a Mobile-Based Citrus Plant Disease Detection System Utilizing Deep Learning Technique with YOLOv8 Algorithm, Developed on a Kotlin-Based Mobile Application.

MyBookList, a basic web application that I designed and developed as a practical implementation of my knowledge of the Laravel framework. The application provides user authentication features, including login and registration, which enable users to create an account and manually log the books they have read.

Github Portfolio, a basic web-based portfolio application, leveraging GitHub's hosting services to showcase my work. Check it on <https://bit.ly/SPM-EPorto>.

New Fantasy, a short and simple game adapted from a chapter of a novel I wrote, developed using RPG Maker with a gameplay duration of approximately 15 minutes. Most of the game assets are from RPG Maker, while the rest were created using AI and edited with Photoshop

Unity-based Simple Games, a collection of small game projects built with Unity as part of game development learning journey. This includes two common and simple games: Flappy Bird and Tetris, both developed to practice the core of Unity 2D concepts and gameplay mechanics.

Text-based Adventure Game, another simple game where the player must escape a small-scale labyrinth. This game is built using C# and the player uses text input to give commands to the character. The features include save/load, combat, shop, stats, class, experience system, sound effects, and room management.