SHARONE ANGELICA JOVANS

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Telaga Mediterania, Citra Raya, Cikupa

An Informatics Engineering student at Universitas Multimedia Nusantara with experience in web development for campus organizations and strong teamwork skills. Passionate in creating innovative IT solutions and eager to contribute to dynamic projects. Interested in website developer and application developer.

Work Experiences

Universitas Multimedia Nusantara - Multimedia Nusantara University
Feb 2024 - May 2024

Laboratorium FTI UMN

Laboratory Assistant

- Taught Operating Systems (OS) to 4 classes of 40 students, improving their understanding of operating systems and skills in troubleshooting operating system issues.
- Collaborated with teaching partners to develop and deliver lesson plans, ensuring comprehensive coverage of OS topics, meeting learning outcome plans created by lecturers and lab staff and maintaining high student engagement.

Education Level

Universitas Multimedia Nusantara ✅ **- Tangerang, Indonesia**
Aug 2022 - Aug 2026 (Expected)

Bachelor of Informatics, 3.68/4.00

- Obtain an intermediate level Python training certificate covering object-oriented programming, data management, and application of basic algorithms for application development.
- Obtain an advanced Python training certificate covering framework mastery, program performance optimisation, large-scale data manipulation, and the application of machine learning algorithms.
- Pass Huawei's HCIA-AI V3.5 training and certification, focusing on basic concepts of artificial intelligence, AI implementation using Python, and introduction to Huawei's AI platform.

Organisational Experience

Serah Tahunan (STUKM) - Multimedia Nusantara University
Jun 2022 - Nov 2022

Member of Event Department

Serah Tahunan is an annual inauguration of the Student Activities Units be held by BEM UMN.

- Assisted in planning and organizing activity rundowns to ensure smooth event execution.
- Created comprehensive cue cards for MCs, enhancing clarity and event flow.
- Facilitated engaging ice-breaking sessions as an MC, fostering audience interaction and enthusiasm.

OMB UMN - Multimedia Nusantara University
Jan 2023 - Sep 2023

Person In Charge

OMB UMN 2023 is a ceremonial process that not only
introduces new students to university life but also instills essential values such as courage, resilience, and collaboration, empowering them to adapt, take real action, and positively impact their alma mater, the world, and others.

- Assisted new students in familiarizing themselves with the campus environment.
- Guided new students through campus orientation activities to ensure a smooth transition.
- Acted as a facilitator for orientation sessions, delivering engaging and informative presentations in class.

U-Store (Koperasi Mahasiswa UMN) - Multimedia Nusantara University
Dec 2022 - Dec 2023

Member of Public Relation Department

U-Store, a student cooperative business unit at Multimedia Nusantara University since 2015, offers a variety of authentic products, vendor services, and HT rentals, while continuously innovating with new management each year.

- Developed content related to U-Store to increase sales and enhance the visibility of the U-Store cooperative among the Multimedia Nusantara University (UMN) community.
- Acted as a spokesperson in recruiting students interested in joining the U-Store team, fostering engagement and collaboration.

U-LOVE - Multimedia Nusantara University
Mar 2023 - Dec 2023

Lead of Media Partnership Department

Corporate Social Responsibility of U-Store Sejahtera Student Cooperative Multimedia Nusantara University

- Drafted proposals and formal letters to establish partnerships with media outlets both within and outside the university.
- Conducted outreach and built relationships with media organizations to secure strategic partnerships.

Communication Festival (COMMFEST) UMN - Multimedia Nusantara University   Feb 2023 - Jan 2024
Lead of Event Department

An annual event held by Multimedia Nusantara University students and supervised by I'M KOM UMN (Ikatan Mahasiswa Ilmu Komunikasi).

- Created proposals and formal invitations to secure guest speakers for seminars.
- Conducted outreach and established communication with guest speakers to ensure successful engagement.
- Developed detailed event rundowns to support smooth seminar execution.
- Acted as a liaison officer (LO) for guest speakers, providing assistance and ensuring their needs were met during the event.
- Supervised the overall seminar execution to maintain seamless operations and address any issues promptly

PPIF UMN - Multimedia Nusantara University   Jan 2024 - Sep 2024
Lead of Event Department

PPIF 2024, part of UMN's New Student Orientation, carries the theme "Express Yourself with Technology," encouraging Informatics students to explore and express their abilities, becoming active, creative, and innovative individuals.

- Designed the event framework for PPIF 2024, including activity concepts, themes, taglines, titles, storylines, rundowns, and more.
- Organized interactive activities such as ice-breaking sessions, group naming for PPIF participants, and participant dynamics to foster
- engagement.
- Developed a compelling storyline to enhance the flow and coherence of PPIF activities.
- Mentored event division members in mastering effective MC skills, overseeing QR card preparations, conducting rehearsals, and
- supporting MC execution during the event.

UMN ECO - Multimedia Nusantara University   Jan 2024 - Present
Lead of Web Developer

UMN ECO, a student initiative under BEM UMN, promotes environmental awareness and action through its core values of Earth, Caring, and Operation, emphasizing sustainability and protecting the environment.

- Developed and designed the UMN ECO website using Tailwind CSS and JavaScript to enhance its online presence and functionality.
- Managed and maintained the UMN ECO website, ensuring optimal performance, regular updates, and seamless user experience.

Skills, Achievements & Other Experience

- **Hard Skills**: HTML, CSS, JavaScript, Python, C, PHP, ReactJS, NextJS, Laravel, Bootstrap, TailwindCSS, React Native.
- **Projects - Clicker Game** ⊘ (2023): Developed an auto-clicker game using HTML, CSS, and Bootstrap, focusing on responsive design and user-friendly interfaces.
- **Projects - Virtual Pet Game** ⊘ (2023): designed and developed the front-end interface for UMN Gotcha, a pet simulation game, using HTML, CSS, and JavaScript. The project included implementing responsive design principles to ensure seamless functionality across devices. I created dynamic gameplay features, such as time-based greetings, adaptive background changes, and interactive progress bars for activities like eating, playing, sleeping, and maintaining health. Additionally, I integrated a mini-game (Snake Game) that allowed players to earn in-game currency ('friends') to purchase boosters, complete with clear feedback alerts. The design prioritized user-friendliness, intuitive navigation, and an immersive gaming experience, aligning with the project's objectives.
- **Projects - Moview Review Site** ⊘ (2023): Contributed to the development of FlixFlow, a movie review platform, by designing and implementing the user interface using ReactJS. Played a key role in crafting an intuitive and visually appealing design, ensuring a seamless and engaging user experience. Designed the About Us section, including conceptualizing its structure, conducting research for references, and refining content to align with the platform's theme. Integrated The Movie Database (TMDb) API to fetch and display real-time movie data, including synopses, ratings, and trailers, while ensuring responsiveness across various devices. Additionally, supported the team in code optimization and debugging to maintain the project's overall quality and organization. This contribution resulted in a well-structured, user-friendly platform that met project objectives and provided a comprehensive movie discovery experience.
- **Projects - PKM2023** ⊘ (2023): Developed the front-end for the PKM Rumah Yatim dan Dhuafa KKMB website using Laravel Blade, Livewire, Bootstrap, CSS, and JavaScript. Focused on designing a responsive, visually appealing, and user-friendly interface to ensure a seamless and dynamic user experience. Collaborated closely with the team to align the design with project objectives while optimizing components for usability and accessibility
- **Projects - Cloning App** ⊘ (2024): Independently designed and developed a full-featured cloning application from concept to deployment using React Native. Created a responsive and visually appealing user interface, implemented seamless navigation, and optimized application performance to deliver an intuitive and high-quality user experience. Successfully managed the end-to-end development process, ensuring functionality and adherence to best practices.