STEVEN JONATHAN

Jakarta Metropolitan Area | +62 811 1396 967

steven.jonathan2005@gmail.com | LinkedIn | GitHub

NETWORKING ENGINEER | CYBERSECURITY ANALYST | SOFTWARE DEVELOPER

Third-year Informatics student at Universitas Multimedia Nusantara with a strong focus on system engineering, networking, and cybersecurity. Actively involved in building simulated infrastructures, managing Linux based systems and configuring networks. In parallel, I also contribute to fullstack web development and software development projects. Passionate about designing secure and scalable systems, and always eager to learn and grow through real-world problem solving and collaboration.

EDUCATION

Universitas Multimedia Nusantara   Aug 2023 - Jun 2027
Bachelor of Informatics Engineering   GPA: 3.76/4.00

SKILLS

Languages & Framework	JavaScript (React, Vue, Inertia), PHP (Laravel), MySQL, Python
Tools & Platform	Linux (Fedora, Ubuntu, RHEL), Git, TailwindCSS, GSAP
Networking	VLAN, Cisco ASA, FortiGate, Network Topology, Firewall Config
Languages	Bahasa Indonesia (Native), English (Professional), Mandarin (Elementary)

ORGANIZATIONAL EXPERIENCE

Head of Technical / Blue Team   Mar 2025 - Present
UMN Cybersecurity Communities

· Designed and implemented the network topology for the community's cybersecurity lab, simulating real-world attack and defense environments.
· Configured secure wireless connections and ensured stable network segmentation for attacker and defender nodes.
· Installed and maintained various operating systems (Fedora, Kali Linux, Ubuntu, RHEL, Windows) to support lab operations.
· Participated in Capture the Flag (CTF) competitions, focusing on defensive tactics and system hardening.
· Provided technical guidance and training for new members in system setup, blue team methodologies, and operational security.

Research and Development Member   Dec 2024 - Dec 2025
HMIF UMN XV

· Conducted research to support the planning and execution of key work programs.
· Served as Person in Charge (PIC) for company visits, actively reaching out to potential partner companies and managing communication.
· Assisted in preparing technical equipment such as mixers, projectors, and audio systems prior to internal meetings and events.
· Collaborated with fellow R&D members to evaluate and improve organizational initiatives through data-driven insights.

Web Coordinator   Apr 2025 - Nov 2025
BYTE 2025

· Coordinated and led the web development team for BYTE 2025, working closely with the visual design and publication divisions.
· Developed a comprehensive event management system using Laravel and Vue.js, including secure authentication for both users and committee members.

· Played a key role in leading and shaping the UI/UX design process to ensure a user-friendly and visually consistent interface.

Frontend Developer
UMN Festival 2025
Mar 2025 - Nov 2025

· Contributed to both frontend and backend development of the UMN Festival 2025 web platform.
· Developed dynamic user interfaces using React and Inertia.js for a seamless and responsive user experience.
· Collaborated on backend development using Laravel, focusing on routing, controller logic, and database integration.
· Worked closely with the design and content teams to ensure smooth integration of visuals and data workflows.

Head of Logistics
Perkenalan Prodi Informatika 2025
Jan 2025 - Aug 2025

· Led the logistics division for the Informatics Program Introduction event, attended by new incoming Informatics students.
· Managed procurement and distribution of logistics including consumption, merchandise, and sound systems.
· Coordinated with multiple departments to ensure on-time venue setup, equipment readiness, and smooth event execution.
· Monitored team progress, delegated responsibilities, and ensured alignment with overall event timeline and goals.

Head of Logistics
Garuda Hacks 6.0
May 2025 - July 2025

· Oversaw end-to-end logistics planning for a national-level hackathon event involving participants from various universities.
· Coordinated the setup of event areas and rest areas for participants.
· Ensured availability of technical equipment such as projectors and sound systems.

Frontend Developer
Infinite 2024
Aug 2024 - Nov 2024

· Developed a responsive page website using React for Infinite 2024.
· Ensured clean code structure and component reusability for maintainability.
· Collaborated with the design team to implement UI elements according to event branding guidelines.

PROJECTS

EDR-lite (Endpoint Detection Tool)
Source Code: github.com/stevjoo/edr-lite
Rust, Windows AP, sysinfo

· Developed a lightweight Windows endpoint detection tool (EDR-lite) using Rust.
· Implemented process monitoring and behavioral detection for suspicious execution patterns.
· Detected common Living-off-the-Land binaries (LOLBins) and executions from user-writable paths.
· Generated structured JSON logs for SOC-style analysis and incident triage.

BYTE 2025 Website
Website: byteumn.com
Laravel, Inertia, Vue

· Developed and maintained the official website for BYTE 2025 using Laravel with Inertia.js and Vue.
· Implemented role-based authentication and secure access for committee and administrative users.
· Coordinated closely with design and publication teams to ensure visual consistency and usability.
· Optimized UI components for performance and responsiveness.

UMN Festival 2025 Website
Website: umnfestival.com
Laravel, Inertia, React

· Contributed to the development of the official UMN Festival 2025 website as part of the web development team.
· Built dynamic and interactive user interfaces using React and Inertia.js for seamless client-side navigation.

· Ensured responsive design and smooth user experience across multiple devices.

GluCare Mobile Application
<div align="right">Kotlin, Firebase, TensorFlow Lite</div>

Source Code: github.com/stevjoo/glucare

· Developed an Android-based mobile application using Kotlin focused on healthcare assistance.
· Implemented Google Login authentication and Firebase services for user management and data storage.
· Integrated a Machine Learning model using TensorFlow Lite (TFLite) to detect and classify different types of wounds.
· Designed end-to-end data flow between mobile application, ML inference, and backend services.

Arusta Website
<div align="right">Laravel, TailwindCSS</div>

Source Code: github.com/stevjoo/arusta-web

· Developed a web-based service platform for a UMKM photography business using Laravel and TailwindCSS.
· Implemented a clean and responsive user interface to allow users to browse and order photography services.
· Built backend functionality to handle service listings and order submissions.

Infinite 2024 Website
<div align="right">Laravel, Inertia, React, Bun</div>

Source Code: github.com/stevjoo/infinite24-web

· Developed a modern and responsive event website for Infinite 2024 using Laravel with Inertia.js and React.
· Implemented clean component-based architecture to ensure maintainability and scalability of the frontend.
· Utilized Bun as the JavaScript runtime to optimize development speed and dependency management.

COMPETITIONS

Arkavidia 9.0 - Capture The Flag (CTF)

Participant

· Participated in a national-level Capture The Flag (CTF) competition focusing on cybersecurity challenges.
· Solved various categories including Web Exploitation, Cryptography, Reverse Engineering, and Forensics.
· Applied practical knowledge of Linux systems, networking concepts, and security analysis to identify and exploit vulnerabilities.
· Collaborated within a team environment to analyze attack vectors, share findings, and develop effective solutions under time constraints.
· Strengthened problem-solving skills, analytical thinking, and hands-on experience in real-world cybersecurity scenarios.
· Certificate: View Certificate