# STEVEN JONATHAN

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## 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 including judge tables, demo zones, and rest areas for participants.
· Ensured availability of technical equipment such as routers, projectors, and backup power supplies.

### 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