

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 <i>UMN Cybersecurity Communities</i>	Mar 2025 - Present
<ul style="list-style-type: none">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 <i>HMIF UMN XV</i>	Dec 2024 - Dec 2025
<ul style="list-style-type: none">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 <i>BYTE 2025</i>	Apr 2025 - Nov 2025
<ul style="list-style-type: none">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

Mar 2025 - Nov 2025

UMN Festival 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

Jan 2025 - Aug 2025

Perkenalan Prodi Informatika 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

May 2025 - July 2025

Garuda Hacks 6.0

- 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

Aug 2024 - Nov 2024

Infinite 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

BYTE 2025 Website

Laravel, Inertia, Vue

Website: byteumn.com

- 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

Laravel, Inertia, React

Website: umnfestival.com

- 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

Kotlin, Firebase, TensorFlow Lite

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

Laravel, TailwindCSS

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

Laravel, Inertia, React, Bun

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](#)