

SYABINA NUR PAJRIYANTI

+628714048537 · syabinanf25@gmail.com · <http://www.linkedin.com/in/syabina-nur-pajriyanti-b082aa199>

Tangerang, Banten, Indonesia.

Final year student from informatics engineering department. Have good experience in the IT field. For two years always actively participated in organisations and was part of the Communication and Information division.

ORGANISATION EXPERIENCE

Student Executive Board

Juny 2022 - May 2023

Chairman of the communication and information division of the media section

Manages and leads all activities related to communications and information technology in an organisation. This includes a wide range of responsibilities

- Plan communication strategies (internal & external) and information technology development that support organisational goals.
- Leading a team, providing direction and ensuring each member works towards a common goal.
- Overseeing social media platforms so that messages are in line with the organisation's image and values.
- Evaluate the effectiveness of the strategies implemented and compile performance reports for the division.

Student Executive Board

January 2021 - June 2022

Member of Communication and Information Division

Responsible for managing and developing the faculty's online presence.

- Manage social media platforms to increase the number of followers, retention, and interaction (likes, comments, and shares) with engaging content.
- Establish a consistent and engaging presence on social media to increase faculty awareness among students, prospective students, and the general public.
- Using social media initiatives to increase participation in faculty events such as seminars, workshops, social activities, and competitions.
- Manage special campaigns (recruitment, fundraising, social campaigns) to achieve specific goals set.
- Performance Analysis and Reporting

CAMPUS PROJECTS

Building a simple game using construct 2

September - November 2023

- Basic understanding of game development.
- Skills using Construct 2.
- Gameplay that works.
- Creativity in design.
- Basic game optimisation experience.

Evaluation of the Implementation of Car Satisfaction Based on the Servqual Method

September 2023

Create an Evaluation Application for Car Satisfaction Based on the website-based Servqual Method using a MySQL database with the PHP programming language

Creating an interactive Arabic language android learning application using Kotlin and Firebase for database

July - August 2022

- Interactive Learning: quizzes, interactive exercises, or modules.
- Use of Firebase to store user data, learning progress, or other information for easy access from various devices.
- Real-Time Functionality: live updates of materials or exam results.
- Learning Progress Monitoring
- Encourages user engagement through interactive features and feedback that allows customisation of learning materials.

Build Face Recognition using Python and Library OpenCv

September - Desember 2022

- Face Recognition
- Face Matching
- Real-Time Processing
- Task Automation

OFF-CAMPUS PROJECTS

Basic Course - Preliminary Round PI | Final Assignment Landing Page

July - August 2023

Making a final project for a UI/UX designer in the Innovation 2023 women's program, namely creating a landing page with the case and theme "Low level of self-confidence in women"

Capstone Project of Bangkit 2023 batch 1

May - June 2023

Digital Namecard

Traditional paper namecard are becoming increasingly outdated and inefficient in today's digital age. This will result in paper waste production increasing year on year as Indonesia produces 34.5 tons of waste annually according to the Kementerian Lingkungan Hidup for 2020, which of 12 percent is paper waste. The production of paper namecard also takes a lot of time, starting with the design of the namecard, filling in the personal data, printing and laminating. Based on personal experience, we realize that we cannot collect all the business cards we have in one place, so paper namecard need space to store.

EDUCATION

SMAN 1 KAB.TANGERANG

Science major and graduate on time in 2020

SKILLS

Hard Skill

- UI/ UX Design
- Mobile Development
- Web Development
- Microsoft Office

Soft Skill

- Time Management
- Communication
- Problem Solving
- Working in a team