

# Shaskia Putri Devi

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Bandung, Indonesia

## SUMMARY

I am a Computer Science graduate with experience in Quality Assurance, UI/UX, and Front-End Development. Leveraging my technical skills, I am highly motivated to keep learning and contribute effectively in a dynamic and innovative work environment. I am currently focused on developing my career in Quality Assurance, Front-End Development, and UI/UX Design.

## WORK EXPERIENCE

<b>REVI. NET</b> <i>Administration Staff</i>	<b>Flexible</b> <i>Jan 2025 – Present</i>
<ul style="list-style-type: none"><li>Monitored monthly payments from Wi-Fi service customers.</li><li>Calculated total income and outstanding balances each month for billing and reporting purposes.</li><li>Responsible for managing payments and controlling Wi-Fi service access, including disconnection or activation based on customer subscription status.</li></ul>	

## PROJECT

<b>Mountain Obby</b> <i>Game Designer &amp; Environment Artist</i>	<b>Remote</b> <i>Sep 2025 - Present</i>
<ul style="list-style-type: none"><li>Created mountain terrain and designed decorative elements for each checkpoint and obstacle challenge.</li><li>Defined the map's concept, theme, core challenges, designed gameplay mechanics, and developed the overall player flow.</li><li>Created scripts using Lua to make the mountain area more interactive.</li></ul>	
<b>OXI (Owner XMAX Indonesia)</b> <i>UI/UX Designer</i>	<b>Remote</b> <i>Apr 2025 - May 2025</i>
<ul style="list-style-type: none"><li>Designed the Android-based OXI community app interface using Figma.</li><li>Created interactive prototypes to visualize user flows.</li><li>Iterated designs based on specifications and functional requirements.</li></ul>	
<b>Duke-Kun Tycoon at TSA Game Fest</b> <i>Quality Assurance/Game Tester</i>	<b>Remote</b> <i>Sep 2024 - Oct 2024</i>
<ul style="list-style-type: none"><li>Verified music volume adjustment and countdown for house health.</li><li>Ensured ghost and shaman mechanics (haunting, summoning, upgrading) worked properly.</li><li>Reported gameplay and system bugs to developers.</li></ul>	
<b>Parking System</b> <i>Project Leader &amp; IoT Developer</i>	<b>Remote</b> <i>Apr 2024 - Jul 2024</i>
<ul style="list-style-type: none"><li>Led the team and successfully completed the project on time, achieving all planned goals.</li><li>Implemented RFID technology for user authentication, controlling the servo motor, and displaying access status through the I2C LCD.</li><li>Integrated Arduino hardware and software to ensure optimal system performance.</li></ul>	
<b>Lifetime</b> <i>Quality Assurance/Game Tester</i>	<b>Remote</b> <i>Dec 2023 - Jan 2024</i>
<ul style="list-style-type: none"><li>Tested core mechanics such as character movement (WASD) and rock-paper-scissors combat system.</li><li>Verified HP system functionality, including gradual reduction, death on zero HP, and item-based recovery.</li><li>Tested object interactions like key collection, door access, and teleportation.</li><li>Reported bugs to the development team.</li></ul>	
<b>FinFix</b> <i>Fullstack Mobile Developer</i>	<b>Remote</b> <i>Oct 2023 - Dec 2023</i>
<ul style="list-style-type: none"><li>Created the application's interface design.</li><li>Implemented features in the mobile application.</li><li>Integrated the application with Firebase Realtime Database.</li></ul>	
<b>Magic Hero</b> <i>Quality Assurance/Game Tester</i>	<b>Remote</b> <i>Sep 2023 - Dec 2023</i>
<ul style="list-style-type: none"><li>Tested core gameplay mechanics, elemental combat, and HP system.</li><li>Ensured buffs appeared and activated properly after all enemies were defeated.</li><li>Checked level progression, menu navigation, and save/load functionality.</li><li>Tested UI interactions, including New Game, Quit, Skip Cutscene, and Main Menu buttons.</li><li>Reported and documented bugs to the development team.</li></ul>	

## Smart Lamp

Remote

Project Leader & Full Stack Developer

Dec 2022 - Jan 2023

- Led a team of 3 members, coordinated tasks, and delivered the project on time.
- Designed an Arduino system to control lamp switches via a local web interface using the ESP8266 module.
- Developed a web interface to control IoT devices.
- Developed programs for Arduino microcontrollers.

## EDUCATION

### IT LEARNING

Elective Courses

Universitas Teknologi Bandung

Mar 2024 - Jul 2024

- Learned to identify web vulnerabilities (web penetration testing).
- Learned intercepting and testing HTTP requests using Burp Suite.
- Studied web exploitation techniques such as SQL Injection, Cross-Site Scripting (XSS), CSRF, and Denial of Service (DoS) simulation.
- Performed vulnerability scanning and reconnaissance using Nmap.
- Created web vulnerability reports detailing findings, risk assessments, and remediation recommendations.

### Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka

Independent Study in Kampus Merdeka

Aug 2023 - Dec 2023

- Mobile Development Cohort.
- Capstone Project: Developed a financial application for recording both income and expenses.
- Relevant Coursework: SOLID Programming Principles, Kotlin Programming, Intermediate Android Development, Building Android Apps with Jetpack Compose, Android Database Integration, Associate Android Developer Preparation, Capstone/Final Project, Soft Skill & Career Development.

### Universitas Teknologi Bandung

Bachelor of Computer Science | GPA 3.41/4.00

Sep 2021 - Nov 2025

- Thesis Title: Pembangunan Aplikasi Finfix Untuk Pencatatan Keuangan Berbasis Android.
- Soft Skill Courses: Personal Development, Professional Development, and Project Management.
- Programming languages: Kotlin, HTML, CSS, Java, Python, C/C++.
- Proficient Courses: Database, Web Development, Android Development, Cyber Security, Computer Networks, & Internet of Things (IoT).

## ORGANIZATIONAL EXPERIENCE

### Himpunan Mahasiswa Teknologi Informatika

KOMINFO, Media Kreatif

Universitas Teknologi Bandung

Mar 2024 - Jan 2025

- Responsible for managing the TikTok and Instagram accounts of the Informatics Engineering Student Association.
- Managed promotional content and creatively distributed organizational information through TikTok.
- Organizing and executing various organizational events, from planning to evaluation.
- Division Leader in a Work Program, responsible for coordinating the team and planning program activities.

## SKILLS

- **Soft Skills:** Detail Oriented, Good Communication, Teamwork, Problem Solving, Time Management, Critical Thinking, Adaptability, & Leadership.
- **Hard Skills:** Database, Mobile Programming, Front-End Development, UI/UX, Test Case Design, Manual Testing, Computer Troubleshooting, Networking, and SDLC (Software Development Life Cycle).
- **Tools:** JIRA, Postman, Notion, Trello, Figma, Microsoft Office/Google Workspace, and Adobe Premiere Pro.
- **Certificate:** Bangkit Academy 2023, Network Security Associate, and Project Integration Methodology of Excellence.
- **Languages:** Indonesia (Fluent) & English (Intermediate).