Shaskia Putri Devi

Bandung, Indonesia | +62 87816666275 | shaskiapdv@gmail.com|syxherr.github.io/portofolio

SUMMARY

I am an Computer Science student with broad knowledge in technology and IT. I have a strong interest and specialized skills in Quality Assurance. With abilities such as high attention to detail, leadership, adaptability, critical thinking, good communication, and time management, I am ready to continue learning and contribute optimally in a dynamic and innovative work environment.

EXPERIENCE

REVI. NET   Jan 2025 – Present
Administration Staff - Flexible

- Recorded and monitored monthly payments from Wi-Fi service customers.
- Calculated total income and outstanding balances each month for billing and reporting purposes.
- Responsible for managing payments and controlling Wi-Fi service access, including disconnection or activation based on customer subscription status.

PROJECT

Mountain Obby   Sep 2025 - Present
Game Designer & Environment Artist

- Created mountain terrain and designed decorative elements for each checkpoint and obstacle challenge.
- Defined the map's concept, theme, core challenges, designed gameplay mechanics, and developed the overall player flow.
- Created scripts using Lua to make the mountain area more interactive.

OXI (Owner XMAX Indonesia)   Apr 2025 - May 2025
UI/UX Designer

- Designed the Android-based OXI community app interface using Figma, focusing on consistency and user experience.
- Created interactive prototypes to visualize user flows.
- Iterated designs based on specifications and functional requirements.

Duke-Kun Tycoon at TSA Game Fest   Sep 2024 - Oct 2024
Quality Assurance

- Verified music volume adjustment and countdown for house health.
- Ensured ghost and shaman mechanics (haunting, summoning, upgrading) worked properly.
- Reported gameplay and system bugs to developers.

Parking System   Apr 2024 - Jul 2024
IoT Developer

- Integrated Arduino hardware and software to ensure optimal system performance.
- Implemented RFID technology for user authentication, controlling the servo motor, and displaying access status through the I2C LCD.

Lifetime   Dec 2023 - Jan 2024
Quality Assurance

- Tested core mechanics such as character movement (WASD) and rock-paper-scissors combat system.
- Verified HP system functionality, including gradual reduction, death on zero HP, and item-based recovery.
- Tested object interactions like key collection, door access, and teleportation.
- Reported bugs to the development team.

Magic Hero   Sep 2023 - Dec 2023
Quality Assurance

- Tested core gameplay mechanics, elemental combat, and HP system.
- Ensured buffs appeared and activated properly after all enemies were defeated.
- Checked level progression, menu navigation, and save/load functionality.
- Tested UI interactions, including New Game, Quit, Skip Cutscene, and Main Menu buttons.
- Reported and documented bugs to the development team.

Smart Lamp   **Dec 2022 - Jan 2023**
Web & IoT Developer

- Designed an Arduino-based system to control lamp switches via a local web interface using the ESP8266 module.
- Developed the web interface for lamp control and user interaction.
- Integrated Arduino hardware and software.

EDUCATION

IT LEARNING   **Mar 2024 - Jul 2024**
Additional course in Computer and Network Security (CNS) concentration
- Trained in identifying web application 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   **Aug 2023 - Dec 2023**
Independent Study in Kampus Merdeka
- Mobile Development Cohort
- Learned life path and soft skills development to support a professional career.
- Learned the implementation of various key components in Android/mobile app development, such as animation, localization, database, testing, Firebase, Jetpack Compose, API integration, and local storage

Universitas Teknologi Bandung   **Sep 2021 - Nov 2025 (Expected)**
Bachelor of Computer Science - GPA 3.41/4.00
- Gained knowledge in Database, Web Development, Android Development, Algorithms, Cyber Security, Computer Networks, and Internet of Things (IoT).
- Studied programming languages and tools such as Linux, SQL, Python, HTML, JavaScript, CSS, Java, etc.

ORGANIZATIONAL EXPERIENCE

Himpunan Mahasiswa Teknologi Informatika   **Mar 2024 - Jan 2025**
KOMINFO, Media Kreatif   - Universitas Teknologi Bandung
- 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:** 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.
- **Language:** English at advanced level.