Shaskia Putri Devi

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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

REVI. NET   **Flexible**
Administration Staff   *Jan 2025 – Present*
- 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   **Remote**
Game Designer & Environment Artist   *Sep 2025 - Present*
- 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)   **Remote**
UI/UX Designer   *Apr 2025 - May 2025*
- Designed the Android-based OXI community app interface using Figma.
- Created interactive prototypes to visualize user flows.
- Iterated designs based on specifications and functional requirements.

Duke-Kun Tycoon at TSA Game Fest   **Remote**
Quality Assurance/Game Tester   *Sep 2024 - Oct 2024*
- 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   **Remote**
Project Leader & IoT Developer   *Apr 2024 - Jul 2024*
- Led the team and successfully completed the project on time, achieving all planned goals.
- Implemented RFID technology for user authentication, controlling the servo motor, and displaying access status through the I2C LCD.
- Integrated Arduino hardware and software to ensure optimal system performance.

Lifetime   **Remote**
Quality Assurance/Game Tester   *Dec 2023 - Jan 2024*
- 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   **Remote**
Quality Assurance/Game Tester   *Sep 2023 - Dec 2023*
- 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   **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   **Universitas Teknologi Bandung**
Elective Courses   *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   **Universitas Teknologi Bandung**
KOMINFO, Media Kreatif   *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 Progamming, 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.
- **Languanges:** Indonesia (Fluent) & English (Intermediate).