TAUFIK HIDAYAT

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PROFILE

Undergraduate Information Technology Education Student at the Faculty of Computer Science, Brawijaya University, with a strong interest in education, programming, web development, and related fields. My academic journey has equipped me with a deep understanding of education and computer science. I've successfully theoretical knowledge into practical experience through roles as a practicum assistant. Furthermore, my active involvement in diverse campus organizations has enhanced my skills and expertise, further solidifying my readiness to excel in diverse IT-related roles.

EDUCATIONAL BACKGROUND

BRAWIJAYA UNIVERSITY   **2021 - Present**
Bachelor's Degree in Information Technology Education
- Current GPA: 3.78 out of 4.0 (4th Semester)
- Teaching Assistant at DSI FILKOM UB
- Practicum Assistant at FILKOM UB
- IT Development at DIGITAL CREATIVE MASJID RADEN PATAH UB

WORK EXPERIENCE

DIGITAL CREATIVE MASJID RADEN PATAH UB   **Sep 2023 – Present**
IT Development
- Developed a new website for Masjid Raden Patah UB using the Laravel framework
- Collaborated with team to identify technical needs & integrate new features per design guidelines
- Implemented version control and streamlined collaborative development processes by integrating Git

DEPARTMENT OF INFORMATION SYSTEMS (DSI FILKOM UB)   **Sep 2023 – Dec 2023**
Teaching Assistant in International Class
- Assisted 2 lecturers in Basic Programming and Computational Mathematics courses
- Translated and revamped teaching materials for international class students
- Supported curriculum development through English translation of course documents
- Provided valuable feedback and corrections for student assignments

FACULTY OF COMPUTER SCIENCE (FILKOM UB)   **Aug 2023 – Dec 2023**
Practicum Assistant of 4 Courses
- Taught practicum sessions for courses Basic Programming, User Interface Design, Data Structures and Algorithms, and Database Design & SQL
- Taught 40 students about user interface design, 38 students about Java basic programming, 25 students about data structures and algorithms, and 20 students about database design and SQL programming
- Conducted practicum sessions and provided practicum feedback and assessment
- Achieved a 98% success rate of student understanding based on the end-of-practicum assessment

FACULTY OF COMPUTER SCIENCE (FILKOM UB)   **Feb 2023 – Jun 2023**
Practicum Assistant of Object-Oriented Programming
- Taught 36 students about Java object-oriented programming
- Conducted practicum sessions and provided practicum feedback and assessment
- Achieved a 97% success rate of student understanding based on the end-of-practicum assessment

FACULTY OF COMPUTER SCIENCE (FILKOM UB)   **Sep 2022 – Dec 2022**
Practicum Assistant of Basic Programming
- Taught 37 students about Java basic programming
- Conducted practicum sessions and provided practicum feedback and assessment
- Achieved a 95% success rate of student understanding based on the end-of-practicum assessment

ORGANIZATIONAL & COMMITTEE EXPERIENCE

POROS ORGANIZATION OF OPEN SOURCE FILKOM UB   **Mar 2023 – Present**
Staff of Security Division
- Learned how to secure code, implement security as code, and secure systems
- Enhanced security problem-solving skills through participating in Capture the Flag (CTF) challenges and collaborating with a team

KBMDSI FILKOM UB 2023/2024   **Feb 2023 – Dec 2023**
Secretary
- Managed the administrative needs and maintained the organization's inventory
- Maintained and preserved organizational documents, records, and archives
- Successfully managed the submission of over 100+ work program administration documents, including proposals, accountability reports, final activity reports, letters, etc.

GEMASTIK XVI 2023   **Sep 2023**
Staff of IT Division
- Managed the technology infrastructure required for event, supporting 850+ participating teams and ensuring smooth operations throughout the event
- Ensured all technology devices' smooth functionality and connectivity, guaranteeing uninterrupted operations.
- Provided technical support to all involved teams, troubleshooting technical issues and delivering real-time solutions.

KBMPTI FILKOM UB 2022/2023   **Feb 2022 – Jan 2023**
Staff of Organizational Quality Assurance Center
- Fostered and enhanced the quality and quantity of human resources within the organization
- Developed and implemented training and development programs to improve the skills and knowledge of staff members
- Conducted thorough performance monitoring for all 57 members of the organization

PROJECT EXPERIENCE

STUBABY   **Sep 2023 – Nov 2023**
Final Project of Course : Information System Implementation and Testing
- Developed a Stunting Education System targeting postpartum mothers, implemented as a website
- Served as a full-stack developer, leading the development using the Laravel framework
- Collaborated with a team to ensure comprehensive testing, debugging, and deployment of the website
- Documented the development process, including technical aspects and functionalities of the system

PURRFECT ADOPT   **Mar 2023 – Jun 2023**
Final Project of Course : Web Programming and Internet Technology
- Collaborated on a class project to create a cat adoption website using the Laravel framework
- Contributed to both front-end and back-end development, integrating functionalities into a GitHub repository
- Collaborated with team members to design and implement features for the website

E-BLOCK   **Mar 2023 – Jun 2023**
Final Project of Course : Knowledge and Learning Resource Management
- Created a prototype web-based learning resource for Java using block-based coding
- Utilized Figma to design and develop the user interface and layout of the learning resource platform
- Collaborated with team members to conceptualize and execute the prototype's design and functionality

PARTNER IN CODE   **Feb 2023 – Jun 2023**
Final Project of Course : Instructional Media Interaction Design
- Developed a prototype for basic programming instructional media using Figma
- Collaborated within a team consisting of UI Designer, UX Designer, and UX Researcher
- Responsible for the visual design and user interface aspects of the instructional media project

GAME DEV PRENEUR   **Sep 2022 – Dec 2022**
Final Project of Course : User Interface Design
- Developed a static web-based learning platform focused on game development
- Utilized HTML, CSS, JavaScript, and Bootstrap framework for platform development
- Collaborated with a team to create and implement the platform's user interface design

ADDITIONAL

Soft Skills : Time Management, Problem Solving, Team Building, Team Management, Teamwork, Leadership, High Analytical, Highly Motivated, Adaptability, Critical Thinking, Flexibility, Empathy, Creativity, Networking, Teaching
Technical Skills : Java, Python, C, C++, C# .Net, JavaScript, TypeScript, PHP, Golang, Dart, Kotlin, HTML, CSS, SASS, Bootstrap, Tailwind CSS, Chakra UI, jQuery, Vite, Laravel, CodeIgniter, Vue.js, React.js, Next.js, Angular, Node.js, Flutter, Git, GitHub, GitLab, MySQL Database, MariaDB, IBM DB2, CMS
Languages : Indonesian (Native) and English