

VINKA ALREZKY AS

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I am Vinka, a dedicated Computer Science student at Universitas Indonesia. My journey began in a small village in Southeast Sulawesi, where I developed a strong passion for IT. This passion drives my diligent work ethic and eagerness to learn. With a strong interest in web and app development, software security, and product management, I am always ready to take on new challenges and expand my knowledge.

EDUCATION

Bachelor of Computer Science

Aug 2022 - Present

Universitas Indonesia, Depok

- Relevant Courseworks: Software Engineering Project, Computer Network, Systems Programming, Cryptography & Information Security, Web Application Architecture, Platform-Based Programming, Advance Programming, Database, System Interactions

Natural Science and Mathematics

Jul 2019 - May 2022

SMA Negeri 4 Kendari, Kendari

- Cumulative GPA: 94,31/100
- Activities: Academic Organization, English Club

SKILLS

Technical Skills

- Programming Languages: Java, Python, Javascript, Typescript, Rust
- Web Development: HTML, Tailwind CSS, React, Next.js
- Frameworks and Libraries: Django, Flutter, Spring Boot, Express.js
- Database Management: PostgreSQL
- Tools and Technologies: Git, Postman, AWS, GCP, Notion, Jira
- Design and Prototyping: Canva, Figma

Soft Skills:

- Adaptability
- Time Management
- Team Collaboration
- Communication
- Problem-Solving

PROJECTS

PantauTular

- PantauTular is an **infectious disease monitoring platform**, developed in **collaboration with BRIN**. In my role as **Developer** and **Product Owner**, I contributed to **building** the platform's **frontend** and **backend** system from scratch, **leading the development** of core features to monitor and visualize infectious disease data across Indonesia. The project was carried out using **Scrum** methodology, where I managed **product requirements** and **development timelines**. I also worked closely with stakeholders and guided the team through iterative sprints to ensure timely and successful delivery of the platform

Cryptographic File Security System

- Cryptographic File Security System is a **secure file encryption** and **decryption** application. As part of the development team, I contributed to building the system using **RSA** with **OAEP padding** and **CRT optimization**, implemented **SHA-256 hashing**, and designed a **user-friendly GUI**. The application was successfully tested with various file types, including text, images, audio, video, executables, and documents, demonstrating a solid understanding of cryptographic principles and secure programming.

LeCI

- LeCI is a rental vehicle application with a focus on **security aspects**. Contributed to the development of key features to ensure a **secure rental vehicle application** by integrating authentication and authorization mechanisms, as well as **applying secure coding practices** across both backend and frontend components. Ensured alignment with **OWASP security standards**.

Computer Network Case Study – PT. Amarta Mikro Fintek

- Designed and documented a comprehensive **network infrastructure proposal**, analyzing PT. Amarta Mikro Fintek's **system requirements**. Created a detailed **network topology** and provided implementation strategies to improve **connectivity, security, and scalability**.

BookMate

- BookMate is an innovative **dating application** that matches users based on their book preferences. It features both web and mobile versions, with the **web platform** developed using **Django** and the **mobile app** built with **Flutter**. The project was recognized as the **best** in both **web and app categories** within my cohort. My primary responsibility included the development of the **matchmaking feature**.

Buku.ID

- Buku.ID is an **e-commerce platform** developed using **Spring Boot** and **Google Cloud Platform**. In this project, I was responsible for implementing the **cart** and **checkout functionalities** across both **backend** and **frontend** domains. The project focused on **software design** with design patterns and SOLID principles; software quality with clean code, secure coding, testing, and profiling; **software architecture** with concurrency, asynchronous processing, and high-level networking; and **software deployment** with CI/CD, automated deployment, containerization, and monitoring for system stability and performance.

HearTogether

- HearTogether is a **prototyping project** aimed at enhancing communication for individuals with hearing impairments. As part of the project, we conducted **user research** and **interviews** with respondents, focusing on the **deaf community**. Using **Figma**, we designed and iteratively improved interfaces to facilitate better interaction and inclusivity.

PacilFlix

- PacilFlix is a **web application** designed for efficient interaction with a **PostgreSQL database**, utilizing **Django**. My role involved focusing on improving **data management** through complex **database queries**, including various CRUD operations, to ensure effective data handling and retrieval.

ORGANIZATION AND INVOLVEMENTS

Faculty of Computer Science, Universitas Indonesia

Teaching Assistant of Calculus 1

Jan 2025 - Present

- Created and provided problem sets and quizzes to reinforce key concepts in calculus.
- Graded assignments and quizzes, offering constructive feedback.
- Provided one-on-one guidance to students, addressing challenges and helping improve their understanding.

Teaching Assistant of Platform-Based Programming

Jul 2024 - Present

- Guided 16 students through tutorial sessions, assisting with exercises and practical applications.
- Evaluated assignments, providing constructive feedback to support student understanding and progress.
- Offered one-on-one support to help students address challenges and improve their technical skills.

Foundations of Programming with Python

Staff of Mentor

Jul 2023 - Sep 2023

- Provided personalized support and guidance to mentees, helping them navigate Python programming and campus life at Fasilkom UI.
- Taught programming concepts and practical applications.
- Conducted regular mentoring sessions, addressing mentees' concerns and questions.
- Reviewed and provided feedback on mentees' assignments, ensuring their understanding and progress.

Siwak-NG 2023

Staff of Public Relations Division

Sep 2023 - Nov 2023

- Managed the event's social media presence, engaging with followers and sharing updates in real-time.
- Created and sent out routine broadcast messages to participants, ensuring effective communication.
- Collaborated with team members to enhance event visibility and participant engagement through various media channels.

Gapura Goes to School 2023

Head of Public Relations, Publication, Decoration and Documentation Division

Nov 2022 - Jan 2023

- Actively managed the event's social media platforms, including content scheduling, engagement, and follower interaction.
- Designed all promotional and informational materials for the event.
- Documented the entire event through photos and videos, capturing key moments and ensuring a detailed record.

Gapura UI

Staff of Media

May 2023 - May 2024

- Assisted in managing the organization's social media platforms, including content creation and community interaction.
- Edited and formatted various content types, including written articles, images, and multimedia materials.
- Documented organization meetings and activities through photography and videography.

Akademik SIGMA (Siswa Gemar Matematika)

Leader

Apr 2021 - Apr 2022

- Directed and organized weekly study sessions aimed at enhancing mathematical understanding among members.
- Facilitated collaborative learning environments where members discussed and applied classroom material.
- Conducted selection tests to identify and recruit members for competitions.
- Managed administrative tasks, including scheduling, communication with members, and logistics for events and competitions.

Secretary

Apr 2020 - Apr 2021

- Managed documentation, including drafting letters for competitions and other official correspondence.
- Maintained detailed attendance records and updated membership information.
- Supported administrative tasks to facilitate smooth operations within the organization.

ACADEMIC ACHIEVEMENTS

- Amarta STEAM Fellowship Scholarship 2024 Awardee
- Best Web Application and Best Android Application in the Platform Based Development course 23/24 [2023]
- The 1st Winner of "Quiz Question" of English Expo 2019 "Break The Impossible" se-Indonesia Timur [2019]
- Silver medalist of Pekan Olimpiade Sains Nasional (POSN) [2022]
- Silver medalist of Ajang Juara Cup third edition [2022]

CERTIFICATIONS AND TRAINING

Introduction to Back-End Development

Jun 2023

Meta

Hak Cipta Program Komputer Aplikasi BookMate

Dec 2023

Kementerian Hukum dan Hak Asasi Manusia Republik Indonesia

**Certificate of Achievement - Bank Mandiri Mobile Apps Developer
Project Based Internship Program**

Jul 2024

Rakamin Academy

LANGUAGES

- Indonesia - Fluent
- English - Intermediate