Gian Sebastian Anjasmara

METICULOUS • **RELIABLE** • **HARD-WORKING**

Someone who always pays attention to every detail in a project. Do whatever it takes to get the job done perfectly. Willing to work hard, able to work in teams and communicate with new people.

PERSONAL INFO

+ Name   : Gian Sebastian Anjasmara
+ Nationality : Indonesian
+ Date of Birth : 18 May 1995
+ Email   : gian13@mhs.if.its.ac.id

ORGANIZATIONAL ACTIVITIES

+ **Schematics 2014**
  as Staff of Security and Transportation (2014)
  Coordinating and monitoring the flow of events, to ensure that there are no disturbances which may slow down the show.

+ **Schematics 2015**
  as Staff of Operating Funds (2015)
  Raising funds for operating costs by selling homemade food and drink in Pasar Malam ITS.

WORKS

+ **Assistant Lecturer in Web Programming Class**
  at Institut Teknologi Sepuluh Nopember (2016)
  Helping the lecturer with assessing students' homeworks and tasks. Making practicums to improve and assess students' practical skills.

+ **Mobile Development at PT Kreator Solusi Informasi**
  as Intern (June - August 2016)
  Developing an Android application that helps Customer Relations (CR) to report sales out results in each outlet and helps Sales Person to monitor CR activities on certain period.

+ **Assistant Lecturer in Artificial Intelligence**
  at Institut Teknologi Sepuluh Nopember (2017)
  Helping the lecturer with assessing students' homeworks and tasks. Making review sessions for students before exams.

+ **Back-End Developer of Sisnaker-Atase**
  at Kementerian Ketenagakerjaan Indonesia (2016 - 2017)
  Developing a web application named Sisnaker-Atase that helps Indonesian Embassies in Asia to manage the placement and protection processes of Indonesian workers.

EDUCATION

+ **Bachelor of Computer Science**
   at Institut Teknologi Sepuluh Nopember (2013 - present)
      Major in Informatics Engineering
      Currently in 8th semester
   Recent Cumulative GPA = 3.79/4

SCHOOL PROJECTS

+ **Catapult War (2015)**
   as Project Manager, Game Designer and Programmer
      A 2D game with retro GUI that can be played over
      intranet with two players, the gameplay is similar to
      Battleship with Power-up system like Bomberman.

+ **Findoct.com (2016)**
   as Project Manager, Back End Developer
      A website that focuses on finding and directing users
      to the nearest doctors with visual display in form of
      Google Maps, it also contains information about
      doctors like their schedules and workplaces.

+ **Math Heroes (2016)**
   as Project Manager, Game Designer and Programmer
      An Android education game for elementary students
      to enchance and assess their math skills.

+ **SHOPEZ.com (2016)**
   as Project Manager, Back End Developer
      An Ecommerce website that acts as a place for users to buy and sell
      products. Fully utilize Cloud Computing technology and web API with
      RESTful web service.

AWARDS

+ **5th Place in a dance competition named Bandung Reborn 8 (2014).**

SKILLS

+ C++; SQL; Java; Python; PHP; HTML5; CSS; JavaScript; CodeIgniter; MySQL;
   Oracle; MSSQL; Git **(Advanced)**
+ NoSQL; Android; XML; REST API; C; C#; AJAX; UNIX; MATLAB; MongoDB;
   SyBase; Unity; TCP/IP; HAProxy; Cloud Computing **(Intermediate)**
+ SAP **(Beginner)**
+ Project Management; Team Management **(Intermediate)**

PERSONAL INTERESTS

+ **Augmented and Virtual Reality Technologies**
+ **Applications and Mobile Technologies**
+ **Working in Various Environments**
+ **Dancing, Culinary, Reading Books, Gaming**