

MEISHA AFIFAH PUTRI

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A dedicated and enthusiastic person with a high desire to learn new knowledge, hardworking to achieve the best results, and easy to work in a team. Interested in Web Development, and Software Development. Have been handling for Web Development (front end web) with more than 2 year's experience.

Professional Experiences

Lembaga Penelitian dan Pemberdayaan Masyarakat – Yogyakarta, Indonesia

May 2023 – November 2024

Administration

Research and community service institute

- Become the administration's student staff in LPPM (Lembaga Penelitian dan Pengabdian Masyarakat) Amikom Yogyakarta.
- Responsible for administrative tasks and registering research copyrights, including intellectual property rights for academic institutions.

RAPIDEV – Yogyakarta, Indonesia

Jun 2022 – Sept 2022

Developer

Software house

- Responsible for building user interfaces using HTML, CSS, with support from Tailwind CSS and the React JS framework. Learn more: [Cleansheet.id](https://cleansheet.id).

Education

AMIKOM Yogyakarta University - Yogyakarta, Indonesia

Sept 2023 - Apr 2025

(Alih Jenjang) Bachelor's Degree in Informations System, 3.94/4.00

- Studying system analysis and information security.
- Mastering the fundamental concepts of software development.

AMIKOM Yogyakarta University - Yogyakarta, Indonesia

Sept 2020 - Oct 2023

Associate's Degree in Informatics Management, 3.98/4.00

- Learn about statistics and data management.
- Make a functional final project in E-commerce subject.
- Responsible for web development, focusing on UI/UX optimization and modern frameworks. Continuously learning Advanced Software Development, including API integration.

Organizational Experiences

OSORA (Open Source Run Anywhere) – Central Java, Indonesia

Mar 2021 – Present

Front-end developer

- Manage the organization's internal meeting sessions.
- Handling bug fixes on front-end website using React.js, and Next.js.
- Responsible for activities to develop front-end website using React.js and Next.js.

Introduce to Computer Management - Yogyakarta, Indonesia

Jun 2022 – Sept 2022

Secretariat of Management

- Handle and be responsible for the participants registration website using laravel.
- Handle the opening and closing presence of participants.
- Handle more than 3000+ participants data in web.
- Responsible for serving participants who have difficulties in registration and data collection.

AMIKOM Computer Club - Yogyakarta, Indonesia

Dec 2021 – Dec 2022

Mobile programming trainer

- Learning and teaching more than 23+ members about Mobile Programming using flutter.
- Creating a regular publication module about programming on the Medium platform.

AMIKOM Computer Club - Yogyakarta, Indonesia

Dec 2021 – Dec 2022

Human Resource Development Department

- Manage the organization's internal human resource development.
- Handling activity proposal and activity accountability reports.
- Responsible for activities to develop human resources for internal management.

Projects

- **Project** (2025): Front-end developer for TuntasinAja a Company Profile website (tuntasinaja.id).
- **Project** (2021-2024): Front-end developer for UNGU.IN a link shortener websites (ungu.in).
- **Project** (2024): Front-end developer for Kosmiku an astronomi educational website (kosmiku-astronomi-e-learning.vercel.app).
- **Project** (2022): Front-end developer for COINLESS a coin conversion system into digital balance (coinless.id).
- **Project** (2021): Front-end developer for OSEANA a marine educational website (oseana.osorateam.com).

Honors & Awards

P2MW Funding 2024 & KMI Award 2024 – Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi

Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi

April 2024

P2MW is a program for the development of student businesses that already have enterprises through development funding and guidance by providing business mentoring and coaching to P2MW participant students.

What I develop : UNGU.IN

It is a platform for shortening and managing links easily. With a fun and gamified concept, Ungu.in is committed to providing an enjoyable experience for users in link management.

#5 Winner SangSang Startup School 2023 – KT&G SangSang Univ. Indonesia

Jakarta

September 2023

SangSang Startup School It is an effort and form of support from KT&G for young entrepreneurs in Indonesia to develop their businesses/business ideas. In 2023, with a larger prize pool, KT&G Sangsang Startup School returns with the same vision and mission, aiming to support young entrepreneurs in Indonesia.

What I develop : UNGU.IN

It is a platform for shortening and managing links easily. With a fun and gamified concept, Ungu.in is committed to providing an enjoyable experience for users in link management.

#3 Winner Software Developer – UNITY #11

Universitas Negeri Yogyakarta

May 2023

UNITY is a national student competition in the field of technology which is part of Universitas Negeri Yogyakarta Anniversary series. UNITY is coordinated by the UNY Technology Engineering UKM, which aims to accommodate, facilitate, and support Indonesian students in creating information technology innovations in the world of education aimed at providing a new color in instructional media.

UNITY is a national competition for Software Development, UI/UX and Capture The Flag. This year, UNITY #11 has the theme "Empowering Diversity and Inclusion Through Technology for Indonesian's Future Generations"

What I develop :

OSEANA - Osora Ocean Nation

An educational website about marine, which aims to increase knowledge about marine in order to create a sense of care for the sea in the younger generation.

#1 Winner IOT (Internet of Things) – LITE 2022

Universitas Brawijaya

September 2022

LITE is one of new HIMATEKKOM Universitas Brawijaya work programs was first held in 2022, for the purpose of communicating, controlling, connect, and exchange data through other devices as long as still connected with internet. Seeing the conditions in which the technology-based era the internet is growing rapidly, providing a forum for the IoT race best idea.

LITE is a national competition for IOT (Internet of Things), and Scientific Paper. LITE 2022 has the theme "Discover Anything With Technology"

What I develop :

JECOIN – Jenius Coin

A device that can be used to convert coins into a digital balance, so that users can be maximize the use of coins.

Skills and Techniques

- **Web Development:** Experienced using HTML, CSS, JavaScript, Bootstrap, Tailwinds, React Js, PHP, Laravel, MySQL Database, SQL query, and API.
- **Mobile Programming:** Has learned Fundamental Flutter Programming and Design Slicing through teaching activities as a Mobile Programming Trainer, while developing projects to enhance practical skills.
- **Project management:** Managing team for planning action, controlling progress with clickUp, project documentation archiving.
- **Presentation**