Antonius Krisargo Wisnuaji Nugroho

Software Engineering Technology College Student at Gadjah Mada University

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Bio

Hi! Welcome to Wisnu's Curriculum Vitae. Wisnu is a student at Gadjah Mada University, Vocational School Faculty, Software Engineering Technology Student, a batch of 2021. He loves to work in Creative Industry. As a quick learner, he is easy to make new friends. He is a person who is interested in technology and has aspirations to pioneer technology start-ups at an international level. By working in the creative industry, he always tries to find out-of-the-box ideas. Design, Code, Management, Teamwork, Leadership something is always fun! Also, He's Still counting to make a new journey and to be a better person every day.

Education

Gadjah Mada University

D4 Software Engineering Technology

GPA: 3,84   July 2021 - Now

11 State High School Yogyakarta

Natural Science

July 2018 - July 2021

Expertise

- IT General
- UI/UX
- Android Developer
- Web Developer
- Machine Learning

Personality

- Teamwork
- Leadership
- Social
- Commitment
- Responsible

Language

- Bahasa Indonesia - Native
- English - Professional

Internship

PT SPE (Electronic Payment Solution)

System Analyst Intern   *Jul 2023 - Nov 2023*

Focusing on research activities, planning, coordinating, as well as selecting software and systems to accommodate project needs, Designing a food ordering application system "Help U Eat" to overcome SPEcial Team's internal food ordering problems at SPE.

MBKM (Merdeka Belajar Kampus Merdeka)

Bangkit Academy Batch 2 Led by Google, GoTo, and Traveloka

Android Learning Path   *Jul 2023 - Dec 2023*

Participating in Bangkit Academy, a comprehensive career readiness program supported by Google, GoTo, Traveloka, and the Ministry of Education, Culture, Research, and Technology, I immersed myself in the mobile developer learning path. With diligence, I completed all courses from Dicoding Indonesia, earning an "A" grade in ILT, English, and Soft Skills sessions. For the final capstone project, my team undertook the Company Capstone at PukulEnam.id, focusing on the "Adoption Pet Matchmaking" case study. Successfully passing the proposal selection stage by beating 30+ teams. I assumed three crucial roles: Project Manager, UI/UX Lead, and Android Developer Lead. Our efforts culminated in receiving the "Best Team at Company Capstone Project in collaboration with PukulEnam" award at the graduation event, a testament to our collaborative and innovative contributions.

Curriculum Vitae

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Organization

Google Developer Student Club UGM 2022

Member Hacker   *Nov 2022 - Dec 2023*

I took part in the Google Solution Challenge by creating application is made using Android Studio using the Java programming language called "Tanah Air". Developers use Google Firebase services to get login authentication features using email. In this application there is a Map service feature to see the closest cultures around the user, taken from the Google Maps API. there is a qr code feature to get a badge on every culture that has been visited. Data presentation is displayed in the form of a recycler view in the form of a list in Card View and Pagination to change pages

BEM KM UGM 2023 Cabinet Sauh Resiliensi

Head of Media Bureau and Network at Ministry of Advocacy and Student Welfare   *Feb 2023 - Dec 2023*

Become a bridge connecting aspirations between students and campus policy makers. Acting as the front guard in advocating various problems and playing a role in helping student welfare both in terms of academic, financial, infrastructure, and student issues. As well as managing and being responsible for the Social Media content of Adeksma BEM KM UGM 2023

KOMATIK UGM 2023 (Komunitas Mahasiswa TIK)

Deputy Chairman 1   *Feb 2022 - Dec 2023*

Assist the chairman in carrying out the community's mandate. Represent the duties of the chairman if he is unable to attend. Responsible for the field development and optimization process. Create strategies and training to prepare for existing IT competitions. As well as facilitating 61 teams that will take part in the GEMASTIK XVI competition organized by PUSPRESNAS KEMDIKBUD.

ASSETS (Association of Software Engineering Technology Students UGM)

Secretary General   *Feb 2023 - Dec 2023*

Assigned to assist the chairman in carrying out the mandate of the organization. Representing the chairman's duties when absent. Responsible for the process of developing and optimizing each division.

NETCLUB SV UGM 2022 (Networking Club)

Head of Division Programing and Android Development   *Sep 2022 - Jul 2022*

Teaches the basics of developing android applications, such as: OOP (Object Oriented Programming), basic Android structure, and UI/UX. As well as implementing in-app features like: database, bottom navigation, recycler view, fragments, Meaning. Until making the final task of making a simple android application.

Gelanggang Expo UGM 2023

Staff IT (UI/UX & Front-End)   *Sep 2022 - Jul 2022*

Gelanggang Expo (GELEX) serves as a vibrant platform at Gadjah Mada University (UGM), annually showcasing Student Activity Units (UKM) and fostering community engagement. As a vital contributor to this major university event, I played a key role in the IT division, specifically within the "Website" sub-division. Assigned by my project manager, my responsibilities encompassed UI/UX Design and Front-End Development. Utilizing Figma, I crafted visually appealing website pages, employing Auto Layout, Components, and Variants for an optimal user experience. On the Front-End, I leveraged JavaScript, Next JS framework, and applied styling through Tailwind CSS. My work can be explored at https://ukm.ugm.ac.id/2023/gelex/, where the culmination of design and development efforts is showcased to the UGM community, eagerly anticipated each year.

Volunteer Experience

Festival Gadjah Mada 2022
Staff of Logistic and Consume   *Jul 2022 - Nov 2022*

Responsible for the availability of logistics and operational support for FGM 2022,
Responsible for the provision and distribution of consumption to participants and
committee, and coordinate with the related Accommodation-Transportation division
transportation to ensure the necessary goods and equipment have been procured and
can be channeled properly.

LIGA TRPL 2022
Chief Executive   *Oct 2022 - Nov 2022*

Lead and coordinate all committee members involved. Make detailed concepts and assign
tasks to all committees involved. LIGA TRPL 2022 has the theme "Unify Thoughts towards
Familiarity with Talents to Achieve a Superior Generation of SOFTWARE ENGINEERING
Students". By presenting 4 branches of competition: Esport, Arts, Sports, and Competitive
Programming

Panggung Pemuda
Designer   *Oct 2020*

Responsible for all design needs so that the event is held properly. The youth stage is an
annual event of BEM KM UGM in collaboration with KAGAMA in establishing the event.
This year's Youth Stage takes the theme "National Reflection: From Youth for Indonesia!"
by presenting young speakers, such as Billy Mambrasar, the special millennial staff of the
President of the Republic of Indonesia; Faldo Maldini, special staff of the Minister of State
Secretary; Jovial da Lopez, and CCO Narrative.

Tech Enthusiast Day 2022
Staff of Decoration, Design, and Documentation   *Sep 2022 - Nov 2022*

Responsible for the creation and management of Instagram accounts as media
publications, promotions, and information about TED events. Make interior decoration concept
TED event. Documenting during TED activities.

TGES UGM 2022 (Tedi Games Electronic Sports)
Staff of Equipment   *Feb 2022 - May 2022*

Responsible for all equipment needs to support the event
realizing success, Becoming the person in charge as well as the referee for e-sport competitions
mobile legend, Being in charge of medical when sports competitions take place.

ECOV #8 (Event for Revolution SMA Negeri 11 Yogyakarta)
Co-Choir Security   *Jun 2019 - Feb 2020*

Organize and prepare the arrangement of all activities related to event security, Organize and
prepare related facilities event security, Coordinate with security forces such as security guards
/police for guarding the event location, as well as being the front guard for the safety of spectators
and guests star.

Lab Assitant Practicant

Web Programming Practicum 1
Lecture : Dinar Nugroho Pratomo, S.Kom., M.IM., M.Cs. & Umar Taufiq, S.Kom., M.Cs.   *Feb 2023 - Jul 2023*

Assigned to assist subject lecturers in teaching students regarding basic website
development using HTML, CSS, Javascript, PHP, and Bootstrap.

Object Oriented Programming Practicum
Lecture : Margareta Hardiyanti, S.Kom., M.Eng.   *Feb 2023 - Jul 2023*

Assigned to assist subject lecturers in teaching students related to OOP concepts such
as: Class, Encapsulation, Inheritance, Polymorphism, Abstraction. Static, Final,
Package, and GUI.

Competition Experience

Finalist Top 20 GEMASTIK XV 2022 - Data Mining Division

Puspernas Kemdikbud - Universitas Brawijaya   *Oct 2022 - Nov 2022*

Conducted research with the theme "Application of the Machine Learning Model as a Detector of Depressive Disorders Based on Social Media Data for Indonesia's Recovery in the New Normal Transitional Era". Using the Support Vector Machine (SVM) model is used to detect depression levels based on social media data and compared to other machine learning modes such as Naive Bayes (NB), Random Forest (RF) and k-Nearest Neighbor (KNN)

Virtual Internship

UI/UX Designer Virtual Internship Experience Niagahoster

Rakamin Academy | Niagahoster   *Jun 2022 - Jul 2022*

Complete various tasks related to User Interface and User activities
Experience from Niagahoster, such as the UX design process, conducting research users, Basic wireframes, Design Patterns, Heuristic Evaluation, Ideation, Usability testing

Mobile Apps Developer Virtual Internship Experience Schoters

Rakamin Academy | Schoters   *Agustus 2022*

Complete various tasks related to Mobile Apps activities
Developers from Schoters, such as: Android Environment, Kotlin Fundamentals, Kotlin Gradle, Android Navigation, Android Security, Optimizing Source Code, Databases, Git Flow, API, Retrofit, Android Coroutines, Unit Testing

SKILL

Tools: Figma, Adobe Premiere Pro, Android Studio, Visual Studio Code, Blender, Unity
Language: Indonesia, English
Certificate & Training:
  • 3rd Place GEMASTIK XV 2022 E-Sport Division Field E-Football 2023
  • Kaggle: Introduction to Machine Learning
  • FreeCodeCamp: Responsive Web Design
  • Dicoding Indonesia: Learn Basic Web Programming
  • Dicoding Indonesia: Learn to Make Flutter Apps for Beginners
  • Dicoding Indonesia: Learn Basic Java Programming
  • Dicoding Indoneisa: Learn Basic Dart Programming
  • Dicoding Indonesia: Learn to make Back-end Apps for Beginners
  • Dicoding Indonesia: Learn to Basic Kotlin Programming
  • Dicoding Indonesia: Learn to make Android Apps for Beginners
  • Dicoding Indonesia: Learn Fundamental of Android Application
  • Dicoding Indonesia: Learn Principles of SOLID Programming
  • Dicoding Indonesia: Learn Intermediate Application Development
  • Dicoding Indonesia: Learn to Create Android Apps with Jetpack Compose
  • Dicoding Indonesia: Android Developer Associate Exam Simulation

Social Media

Github: antoniuswisnu
Linkedin: https://www.linkedin.com/in/antonius-wisnu-bb8411224/
Instagram: @antoniuswisnu_
Kaggle: antoniuswisnuaji