NIRMALA PUSPARATNA

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Cibitung, Bekasi - Jawa Barat

An eighth-semester Information Technology (Informatics) student with strong soft skills in critical thinking, thoroughness, communication, and teamwork. Skilled in web, game, software development, and 3D design. Passionate about technology development and seeking internship opportunities to contribute to innovative projects.

Education

President University - **Bekasi, Jawa Barat**   Aug 2021 - Sep 2024 (Expected)

Undergraduate in Informatics, 3.90/4.00

- Receiving a 75% tuition fee scholarship from Jababeka.
- 7 related courses: Object-Oriented Visual Programming, Server Side Internet Programming, Software Engineering, Database System, Network Security, Coding and Big Data, Computer Network, and Web Programming.

Project Experiences

Brush and Palette - **LearningX**   Dec 2023

An innovative online art gallery website

- Lead a group of 3 members.
- Developed using Python - Flask, Bootstrap, Bulma CSS, and MongoDB.
- Coded 4 features of admin side: user, payment, artwork, and artist management in full-stack development.
- Seamlessly integrated Git and GitHub, ensuring efficient version control and streamlined collaboration.
- Handled deployment in Glitch.
- Handled manual testing and debugging.

Puskesmas Kertasemaya Website - **Freelance**   Jun 2023 - Aug 2023

Freelance work

A website for Puskesmas Kertasemaya, its profile, main services information, news, article, and suggestions & complaints pages.

- This project created using react using TypeScript, JavaScript, and CSS in React.
- Collaborated in a team of 6 members.
- Specifically handled the frontend of main page, news, suggestions and complaints page.

7 Deadly Sins: Battle Within - **President University**   Mar 2023 - May 2023

Final Project of Virtual Reality and Game Development Final Project

A First Person Shooter Game with concept story based on 7 Deadly Sins. Player needs to overcome them to live peacefully.

- This project was created using C# in Unity.
- Created 5 locations in Unity.
- Created 1 original character "Sarah", include its movement in Blender.
- Handled the original character movement in Unity.

Bunny Library Information System Software - **President University**   Mar 2023 - May 2023

Final Project of Software Engineering subject

A library information system software. Programmed to handle user, book, and transaction management.

- Worked in a team of 2 members.
- Participated in creating 3 diagrams (UseCase, Sequence, and Class diagram) for project planning.
- Created the system workflow.
- Designed and coded the administrative side with 10+ GUI pages using Java with Netbeans IDE.
- Implemented authentication system.
- Handled the library database using MySQL. 100+ book data.
- Conducted software testing.

Nevermore Library Website - **President University**   Dec 2022

Final Project of Server Side Internet Programming subject

A library system website with two side interfaces, administrative and user. Handles library management system.

- Collaborated with the other member to create the system workflow.
- Designed and coded the user side with 10+ pages using PHP, HTML, Javascript, and CSS.
- Created late return fee calculation, implementing date to integer conversion first.
- Handled the system database using MySQL. 50+ total data.
- Created account validation system and user sessions.

Volunteering Experiences

COMPGATH 2022 (Computing Gathering) - Cikarang, Jawa Barat   Aug 2022 - Oct 2022

Student Supervisor (Parent)

Held by President University Major Association of Computing (PUMA Computing)

- Collaborated with 2 people. Supervised a group consisting of 10 participants.
- Encouraged active engagement and participation among participants.
- Maintained awareness of the participants' well-being during the event.
- Collaborated with the committee in implementing appropriate safety measures and protocols.

Social Project: Pengenalan Dasar Pemrograman Melalui Game - Cikarang, Jawa Barat   Jun 2022 - Jul 2022

Head of Multimedia, Design, and Documentation Division

Held by Social President University

- Led a division of 2 members.
- Acknowledge the skills of each team member. Divided tasks and responsibilities.
- Develop effective communication with the other 3 divisions.
- Created 20+ graphic components and 2 graphic designs (banner and certificate).
- Contributed to event planning and execution, impacting 10+ children.

Skills, Achievements & Other Experience

- **Language**: Indonesian (native) and English (fluent).
- **Soft Skills**: Problem-solving, critical thinking, teamwork, leadership, adaptability, strategic planning, creativity, communication.
- **Hard Skills** ⊘: Git, GitHub, Framework(Flask, Bootstrap), Programming Languages (Python, Java, SQL ,JavaScript, PHP, C++, C#), Database (MongoDB, MySQL), Microsoft Office (Word, Excel, PowerPoint), Graphic Design (Photoshop and Adobe Illustrator - Beginner, ibisPaintX), 3D Design and Game (Blender, Unity)