

RAIFAL BAGUS AFDIANSAH

COMPUTER ENGINEERING

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SUMMARY

I am a Computer Engineering student at Universitas Pendidikan Indonesia with expertise in web development, mobile app development, game design, and UI/UX design. Skilled in frontend and backend development. Has a track record of designing and developing innovative technology-based projects. Experienced in frontend, backend, mobile app development using frameworks like Flutter, and collaborative project management.

GPA : 3,84

EXPERIENCE

Web-Based GOR Reservation System

- Developed a web-based financial reservation system with key features including reservations, user reviews, and chatbot integration.
- Designed an admin panel for data management and system monitoring.

Marketing Website Development

- Built a web-based marketing platform with integrated AI-powered logo generation using Stable Diffusion.
- Implemented payment features using Midtrans API and designed an admin panel for data management.

Cryptography and Steganography Website Development

- Developed a system to encrypt and decrypt data securely.
- Designed an admin panel for efficient data management and system monitoring.

Mobile Application for GOR Reservation System

- Developed a mobile app for GOR reservations, equipped with essential reservation features.
- Included an admin interface for data management.

Mobile Application for Marketing Data Management

- Created a mobile app featuring a to-do list for marketing data tracking.
- Designed an admin panel for streamlined data management.

Development of an Educational Game on Organic and Inorganic Waste Using Unity

- The game focuses on teaching players how to sort waste correctly.

Educational Game on Queue Algorithms

- Creating a 2D game that requires the player to kill a slime in a certain order following the Queue Algorithms

WORK EXPERIENCE

Back-end Developer – PT. YUKMARI PROJECT INDONESIA **February 2025 – June 2025**

Responsible for developing and maintaining various websites with a focus on functionality, security, and user experience.

Web-Based Intrusion Detection System

Developed a real-time monitoring tool to detect network anomalies and potential cyberattacks.

Web-Based Content Management System

Built a user-friendly CMS to manage and update website content efficiently.

Marketing Platform CMH (Creative Music Hub)

Created a responsive and interactive platform to showcase services and enhance customer engagement through modern UI/UX design.

EDUCATION

SMK Telkom Bandung **2019 - 2022**

Vocational High School in Computer and Network Engineering

- Specialized in Information and Communication Technology (ICT), focusing on computer and network systems.

Universitas Pendidikan Indonesia **2022 - Present**

Bachelor’s Degree in Computer Engineering (S1 Teknik Komputer)

- Focused on the integration of electrical engineering and computer science to develop hardware, software, and computer networks.
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ADDITIONAL INFORMATION

- **Technical Skills:**
 - UI/UX Design: Figma.
 - Web Development: HTML, CSS, Bootstrap, PHP, Python, JavaScript.
 - Application Development: Flutter, Java.
 - Database Management: MySQL.
 - Game Development: Unity, C#.
 - Soft Skills: Teamwork, Adaptability, Leadership.
- **Languages:** Indonesia, English.