

Kurnia Cahya Febryanto

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ABOUT ME

I am an Informatics Engineering Student at Sepuluh Nopember Institute of Technology. To support my academic activities, I take part in organizations, volunteers, training or boot camps, and internships.

I'm passionate about web development especially back-end development and a little experience in UI/UX Design. and front-end development. I am also interested in the sector of software development and graphic design.

My motto is "the miracle is the meeting of preparation and opportunity."

EXPERIENCES

Simplus

Fullstack Developer

(January 2022 - July 2022)

As a full-stack developer, I work part-time. For the frontend and backend, we use a variety of technologies. I work from the field of API, database, and other features

TEDxITS

Web Developer

(January 2022 - June 2022)

Becoming a team leader in the backend division by designing and building website systems, including servers, databases, architecture, and infrastructure.

Institut Teknologi Sepuluh Nopember Surabaya

Assistant Lecturer for Digital System

(February 2022 - June 2022)

Preparing course materials, including homework assignments. Initiating, facilitating, and moderating classroom discussions. Grading and evaluating students' class work, assignments, and papers.

Xportee Indonesia

Backend Developer

(September 2021 - November 2021)

-) Create and work on a variety of APIs for business logic, online, and mobile applications, with over ten different APIs to choose from.

-) Using an ORM, convert a database from the initial noSQL (MongoDB) to a fixed database, such as SQL (MySQL).

-) Lead a backend team of up to three developers to become a backend team leader.

-) Apply peer review to all developers so that they can check each other's work and decrease errors.

Kakaktingkat

Graphic Designer

(March 2021 - August 2021)

-) Help with the development of designs for all of the Kakak level platform's demands, including Instagram feeds, posters, Instagram stories, handbooks, and more.

-) Creating a new season 2 design template

EDUCATION

Institut Teknologi Sepuluh Nopember

(September 2020 - Present)

Bachelors Informatics Engineering

3.71

Organizing and Volunteer :

- Vice Coordinator of Design, Documentary, Decoration, and Content Creator in Schematics ITS 2021
- Scientific Assistant PKTI TD 2021
- Coordinator of Design, Documentary, Decoration, and Content Creator in Schematics ITS 2022
- Web Developer at TEDxITS 2022
- Staff of Information and Media Department at Himpunan Mahasiswa Teknik Computer-Informatika (HMTC) 2022

Competitions :

- Funding PKM 2021
- Best Sustainability Hacks and The Ecoxyztem Award on Garuda Hacks 2021

SMAN 16 Surabaya

(July 2017 - May 2020)

High School Science

88.13

Activities and societies: SKI (Sie Kerohanian Islam) 2017-2018, Respec Hockey Cup 2019

Activities and societies: SKI (Sie Kerohanian Islam) 2017-2018, Respec Hockey Cup 2019

- Equipment & Logistics Division of SKI (Sie Kerohanian Islam) 2017-2018
 - Deputy Chairman for Publication and Documentation in Respec Hockey Cup 2019
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PROJECTS

High Voltage Laboratory Website

<https://lab-hvl-frontend.vercel.app/>

(June 2022 - August 2022)

Developing websites for laboratories, including UI/UX, back-end, and Product Manager work. Information about us, our PIC, our activities, and much more

TEDxITS

<https://www.tedxits.org/>

(January 2022 - June 2022)

Becoming a team leader in the backend division by designing and building website systems, including servers, databases, architecture, and infrastructure.

TicketQ

<https://ticketq.vercel.app/>

(November 2021 - November 2021)

This project is the final project for the TicketQ database system course. TicketQ is a web application that provides travel booking and messaging services for both domestic and international flights. This project uses PHP and PostgreSQL on the backend, and nextJS on the frontend.

RecycleMe

<https://recycle-me.vercel.app/>

(November 2021 - November 2021)

Recycle.me is a website that encourages individuals to help themselves by cleaning up the environment in a fun and appealing way. Users can earn credits by collecting trash and recycling it, then using the credits to plant trees all around the world. Users may have a fun time while cleaning the environment and keeping our environment green and clean using this website. If you are curious about project, you can check it out at <https://intip.in/RecycleMe> (demo website) and you can also check in our video <https://lnkd.in/efkd8FNr> (demo video).

3E - English Equality for Everyone

<https://3e-mu.vercel.app/>

(November 2021 - November 2021)

English Equality for Everyone, or 3E, is an online project that uses TEFL score data to help ITS students improve their English language skills in the future.

Keranjang Belanja Pintar Berbasis Komputer Vision dan Sensor untuk Membudayakan

Cashier-Less Store

<https://keranjang-pintar.id/>

(May 2021 - August 2021)

Funded Student Creativity Program Proposal 2021 - PKM KC (Karsa Cipta). This project creates an innovation that creates a smart shopping cart based on computer vision and sensors to cultivate a cashier-less store

Mobile Application - Tukangin Aplikasi Cari Tukang

(May 2021 - July 2021)

This mobile application is for search handymen in near we location and search handymen ready to work. This application is dedicated to making it easier for people to find handymen to resolve homes or buildings easily.

Simple Website Progate Project

<https://kurniacf.github.io/progate.github.io/>

(January 2021 - January 2021)

This is my first project which is to create a simple website design. This project is dedicated to completing the New Year Online Bootcamp by Progate on HTML and CSS Fundamentals.

SKILLS

C/C++ (Intermediate), Python (Novice), HTML & CSS (Expert), JavaScript (Expert), ExpressJS (Expert), ReactJS (Intermediate), PHP (Expert), Database (Intermediate), Adobe Illustrator (Intermediate), Adobe Premiere Pro (Novice), Adobe Photoshop (Intermediate), Adobe After Effect (Novice), Figma (Expert), Microsoft Office (Intermediate), Corel Draw (Intermediate).