

# Ananta Risky Susanto

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I am a student studying Information Technology at the Faculty of Computer Science, Brawijaya University. I have an interest in programming, web development and related fields. My academic endeavors have given me a deep understanding of education and computer science. I have translated theoretical knowledge into practical skills through my role as a practicum assistant. Additionally, my involvement in various campus organizations has enriched my skills and knowledge, strengthening my readiness to excel in a variety of IT-related roles.

## EDUCATIONAL BACKGROUND

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### Universitas Brawijaya

Information Technology Education • 2022 - 2024

I have an interest in technology, especially in web development. and I am active in academic activities in my faculty by being a practicum assistant and I also joined KBMDSI, which is an organization on campus and actively participate in committees at campus events

### SMA Negeri 1 Bojonegoro

IPA • 2019 - 2022

## WORK EXPERIENCE

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### Practicum Assistant : Basic Programming • Faculty of Computer Science (FILKOM) Brawijaya University, Malang

Agustus 2023 - Desember 2023 | Malang, East Java

- As a practicum assistant I have succeeded in:
  - Taught 37 students about basic Java programming.
  - Organize and facilitate practicum sessions to apply basic programming concepts in assignments and projects.
  - Providing an assessment of student practicum reports.

## ORGANIZATIONAL AND COMMITTEE EXPERIENCE

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### Head of the Field Responsible Division for LKMM TD DSI FILKOM 2023 • KBMDSI FILKOM UB

September 2023 - November 2023 | Malang, East Java

- As Head of Field Responsibility for the Campus Orientation and Familiarization Program (OSPEK) of the Information Systems Department, Faculty of Computer Science, Brawijaya University, my role is to

determine the success and smooth implementation of the event. My responsibilities include forming and dividing facility groups with each facilitator and establishing security, then being responsible for leading and supervising each staff and the orderliness and smooth running of OSPEK program events, coordination with team members, effective communication. My main goal is to guide the course of this event by providing a positive and memorable OSPEK experience for all new students in the department.

### **Informatics Staff Division of Medkominfo Departement • KBMDSI FILKOM UB**

Januari 2023 - Desember 2023 | Malang, East Java

- Being part of developing the organization's website, where I was responsible for the front end, and responsible for uploading content on the web in the field of advocacy and then became the interim Head of Informatics and became a Mentor for intern staff in the Informatics Division

### **Staff of Music division • Unit Aktifitas Band Universitas Brawijaya**

Januari 2023 - Desember 2023 | Malang, East Java

- Becomes the person responsible for running the indie band formation work program, then becomes part of the committee for homeband player auditions. As well as being a member of an indie pop punk band based in Malang called Purple Haze

### **Informatics Intern Staff Division of Puskominfo Departement • KBMPTI**

September 2022 - Desember 2022 | Malang, East Java

- As an intern, I learned about the basics of web development, guided and directed by a mentor, apart from that, I also learned about time management and the organization itself.

## **PROJECT EXPERIENCE**

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### **JALANKODEKU • Final Project Of Course User Interface Design**

Agustus 2023 - November 2023 | <https://jalankodeku.vercel.app/>

- Developing a static website for learning platform about programming
- Using React Vite as a javascript framework and Tailwind as a CSS framework and Swiperjs library
- Work with the team to create and implement the UI UX design that has been created

### **KBMDSI 2023 WEBSITE • KBMDSI FILKOM UB**

Maret 2023 - Juni 2023 | <https://kbmdsi.ub.ac.id/>

- Developing a dynamic website as the face of KBMDSI
- Using React Vite as a javascript framework and Tailwind as a CSS framework
- Work with the team to create and implement the UI UX design that has been created

## **Skil**

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- Front-End Development
- Backend Development
- FullStack Development
- java
- JavaScript
- Laravel
- React.js

- Vite
- Express.js
- Web Development
- HTML
- CSS
- Bootstrap
- Tailwind
- Daisy UI
- Framer Motion
- Node.js
- Python
- MySQL
- MariaDB
- Git
- PHP

## Bahasa

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- Indonesian (Native)
- Javanese (Native)
- English