

# MUTIARA PERSADA PULUNGAN

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## PERSONAL INFORMATION

I am graduate of Computer Science with Bachelor degree, driven by an unwavering passion for Front-end Development, UI/UX Design, and Data Science. Proficient in HTML, CSS, Javascript, and ReactJs, I have a strong programming foundation, further enriched by my adeptness in crafting captivating user interfaces through Figma. Have many creative ideas to build and develop software that is superior and reliable in every way. Hard worker, agile, fast learner, and enjoys the challenges. Able to work both as a team and individual.

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## EDUCATION

- **GENERASI GIGIH 2.0 PROGRAM, Frontend Engineer Track** **2022**  
Selected students from more than six thousand registrants throughout Indonesia
- **STIMIK ESQ, Major in Computer Science** **2019 - 2023**
  - **GPA 3.80 (in scale of 8)**
  - **Highest GPA (GPA: 4.00) 5<sup>th</sup> Semester.**
- **SMAN 1 SIPIROK** **2015 - 2018**  
**TOP 3 in Class and School in 1<sup>st</sup> Semesters (Grade 80)**

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## WORKING EXPERIENCE

- **ACT Consulting ESQ GROUP** **2023**  
The best corporate culture consultant in Indonesia. ACT Consulting is committed to helping you find solutions to overcome various challenges within your company/organization. ACT Consulting believes that in building, growing, and making a company/organization last a long time, strategic steps are needed.  
*Work description: Communicating with customers, explaining products in an interesting way, answering complaints and questions, following up customers, and updating databases.*
- **PT PINTAR Pemenag Asia, Frontend Engineering- Intern Potition** **2022**  
A forum for self-development which is a form of commitment from the company in reaching the Indonesian workforce through access to learning regardless of age.  
*Work description: Fixed bugs on the [pintar.co](https://pintar.co) website, Ensuring harmony between functionality and aesthetics, Collaborate with Back End Developers and Quality Assurance, and Create web pages with framework support.*
- **Teman Curhat ID, as Voice Over Artist** **2019-2020**  
Teman Curhat ID is a digital space that acts as a good listener, who helps people to explore solutions and guide for self-development.  
*Work description: Record voice for a video, read scripts, deliver messages, compose voices and make various versions of voice over.*

- PT. Gramedia Asri Media, as Store Associate** **2018-2019**  
 A subsidiary of Kompas Gramedia which is engaged in providing bookstore chains under the name Gramedia Bookstore in cities in Indonesia.  
*Work description: Selling and Organizing books, Assisting and Providing information to customer. Work with team members and other supervisors to provide the best service.*

## PROJECT EXPERIENCE

- E-Consultation ESQ Business School**  
*Role in the project: Creating an online consulting system website for ESQ Business School using php.*  
*Link source : <https://github.com/amolow/E-Consultation-STIMIK-ESQ>*
- ESQ STORE Prototype**  
*Role in the project: Creating user-centered designs by understanding business requirements, and user feedback. Creating user flows, wireframes, prototypes and mockups.*  
*Link source [:https://www.figma.com/proto/s16RbTE9T2WPqbObqidqPI/PROTOTYPE-ESQ-STORE?node-id=0%3A1&viewport=241%2C48%2C0.1&scaling=min-zoom&starting-point-node-id=89%3A852&show-proto-sidebar](https://www.figma.com/proto/s16RbTE9T2WPqbObqidqPI/PROTOTYPE-ESQ-STORE?node-id=0%3A1&viewport=241%2C48%2C0.1&scaling=min-zoom&starting-point-node-id=89%3A852&show-proto-sidebar)*
- Sistem Manajemen Pembelian Haayka Kitchen**  
*Role in the project: Create documents by understanding business requirements, conducting interviews and user feedback. Create user flows, wireframes, front end, and back end.*  
*Link source : <https://github.com/bakharaalief/Haay-Sistem>*
- PetApp**  
*Role in the project: Help create pet applications (pet App), create designs, determine application flow, existing functions and features.*  
*Link source : <https://github.com/bakharaalief/Peliharaan-App>*
- SOMETHING (Solusi Mencegah Stunting)**  
*Role in the project: Create project proposals, create website display designs (User Interface) using Figma, Develop websites using ReactJs, Tailwind, Typescript and Testing using Unit Testing.*  
*Link Source : <https://someting.vercel.app/home>*

## LEADERSHIP EXPERIENCE

- Capstone Project Generasi GIGIH 2.0** **2022**  
**Project Leader**  
*Manage all team activities and progress, contact mentors for the mentoring process, collect information from the GIGIH team, handle team performance.*
- GIS (Gallery Investation Syariah) ESQBS** **2021**  
**Secretary**  
*Help keep the organization running smoothly and efficiently. Take minutes of meetings, coordinate schedules, make appointments, and manage monthly reports.*
- Pemira (Pemilihan Raya) ESQ Business School** **2020**  
**Head of event division**  
*Creating event plans, responsible for every aspect of event planning. Select venues, determine costs, arrange event services, and monitor client approvals.*
- #Golden Workshop: Design Sprint** **2019**  
**As a Facilitator**

*Provide assistance and intensify cooperation and communication between group members, so that they can understand or solve problems together. Formulate activities and results of participant activities.*

- **UKM ( Unit Kegiatan Mahasiswa) Golden Techno ESQ Business School** **2019**  
**Member**  
*Participate in the running of the organization.*
- **LO (Liaison Officer) STIMIK ESQ** **2019**  
**Member**  
*Introducing everything about campus to visitors.*
- **GARDA** **2019 - Now**  
**Member**  
*Maintain demonstration areas, such as tables, booths, or booths at various events. Promote campus to the public by distributing posters, making banners and so on.. Answer any questions potential customers may have about the ESQBS.*

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## **PROFESSIONAL CERTIFICATION**

- Cakap Course “Award of Course Completion English for Business & Software Engineering Beginner 2” issued July 2022
- Progate Course “Award of Course Completion HTML & CSS”, issued March 2022
- Progate Course “Award of Course Completion JavaScript”, issued March 2022
- Progate Course “Award of Course Completion ReactJs”, issued March 2022
- Progate Course “Award of Course Completion GIT”, issued March 2022
- Oracle Academy “Award of Course Completion Database Programming with SQL”, issued August 2021
- Oracle Academy “Award of Course Completion Database Design”, issued August 2021
- Oracle Academy “Award of Course Completion Java Programming”, issued July 2020
- Oracle Academy “Award of Course Completion Java Foundation”, issued July 2020

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## **ACHIEVEMENTS**

- **Penerima Bantuan UKT/SPP Semester Genap 2020/2021** **2020**
- **Generasi Emas Scholarship STIMIK ESQ** **2019-Present**

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## **PUBLICATION**

- **Seminar Nasional Mahasiswa Fakultas Teknologi Informasi (SENAFTI)**
  - Rancangan Komputasi Awan pada *Nextcloud* sebagai Server
  - Penerapan Algoritma *Greedy Best First Search (GBFS)* terhadap sistem Kasir
- **Seminar Nasional Mahasiswa Bidang Ilmu Komputer dan Aplikasinya (SENAMIKA)**
  - Identifikasi Warna Pada Objek Citra Digital Secara Real Time Menggunakan Pengolahan Model Warna HSV
- **Jurnal Ilmiah Sistem Informasi dan Ilmu Komputer (JUISIK)**
  - Menghitung Rute dari Perumahan Puri Cinere Menuju Rumah Sakit Terdekat Menggunakan Algoritma A\*

- Building A Linux-Based VPN Server Using POINT TO POINT TUNNELING PROTOCOL (PPTP)
  - Pengembangan Website Whistleblowing System pada Lingkup Perguruan Tinggi
  - Minimax Algorithm based on "Main ini yuk" game
  - Sistem Pakar Untuk Diagnosa Penyakit Paru-Paru Menggunakan Metode Certainty Factor
- **JURNAL ILMIAH TEKNIK INFORMATIKA DAN KOMUNIKASI (JUITIK)**
    - Autocomplete Indonesian Dictionary with Trie and Depth-First Search Algorithm

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## SEMINAR, TRAINING AND WORKSHOP

- **Pengolahan dan Analisis Data Menggunakan SPSS.** 2023, as a participant
- **Pengenalan Remote Sensing dan Teknik Pengolahan Citra Geospasial.** 2023, as a participant.
- **User Interface (UI) dan User Experience (UX) Menggunakan Figma.** 2023, as a speaker.
- **Training ESQ The Billioner Mind(ESQ Rich Mind).** 2022, as a participant
- **Expert Talk ESQ Business School “Utilization of Big Data & Data Mining” .** 2021, as a participant
- **Training ESQ Amazing You.** 2022, as a alumni training support (ATS).
- **Training ESQ Billionaire Mindset.** 2022, as a participant.
- **Training ESQ Total Action.** 2022, as a participant.
- **Expert Talk ESQ Business School “UX Now & Future”.** 2021, as a participant.
- **Training ESQ Team Collaboration Booster.** 2021, as a participant
- **Tech Expo 2021 Webinar “Next Level Technology to Face On New Challenge”.** 2021, as a participant.
- **Training ESQ Strategic Collaboration.** 2021, as a participant
- **Webinar “Bisnis Digital di Era Pandemi”.** 2020, as participant.
- **Training ESQ Mission Character Building.** 2020, as a participant.
- **Training ESQ Quantum Excellent.** 2020, as a participant.
- **Collaborate Your Codes using Github ESQ Business School.** 2019, as a participant.
- **Training ESQ Basic Training.** 2019, as a participant.
- **BOLT (Basic Organization and Leadership Training) Program ESQ Business School .** 2019, as a participant.

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## SKILLS

### Computer and Programming Skill:

- Programming language: Java, HTML, Python
- Script language: PHP, CSS, JavaScript, ReactJs
- Web framework: Bootstrap, Laravel, Tailwind
- Database Management System: MySQL
- IDEA : Netbeans
- Text Editor : Visual Studio Code, Note++, SublimeText
- Modeling Notation: Entity Relationship Diagram (ERD), Unified Modeling Language (UML), Relational Data Model (RDM)
- Graphical Design Tools: Adobe Flash, Figma, Canva
- Operating System: Microsoft Windows, Ubuntu Linux

- Microsoft Product: MS Office, Excel, Power Point

**Language Skill:**

Native Indonesian, *Fluent in English both oral and written*

**Soft Skill:**

Fast Learner and adaptation, critical & creative thinking, public speaking and excellent communication, leadership, time management, problem solve, team work and collaboration.

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**PERSONAL INTEREST**

Interested in future technology, websites, applications, trying interesting things in the world of technology and working in dynamic environment with other people.

**THE UNDERSIGNED HEREBY CERTIFIES THAT ALL THE INFORMATION GIVEN IN  
THIS DOCUMENT IS TRUE, COMPLETE, AND CORRECT**