



# Seteven

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## SUMMARY

An enthusiastic developer passionate about building applications and websites, committed to continuous learning and keeping up with industry advancements. Possesses strong public speaking skills, along with leadership and teamwork abilities. Determined to contribute to impactful projects that solve real-world problems and help others.

## EDUCATIONS

**Faculty of Computer Science, BINUS University** **2022 - Present**  
Bachelor of Computer Science  
Major: Mobile Application and Technology  
Relevant Coursework: Introduction to Mobile Technology & Programming, Mobile Cloud Computing, Mobile Community Solution, Mobile Multimedia Solutions, Embedded Systems and IoT.  
CGPA : 3.04

## EXPERIENCES

- Freshmen Leader & Partner, Binus University** **Jul 2023 - Jul2024**
- Guided Group of freshmen Binusian 2027 through the First Year Program alongside fellow Freshmen Leaders, welcoming them to Binus University.
  - Supported one class of freshmen during their first two semesters together with fellow Freshmen Partners.
- Activist at Keluarga Mahasiswa Buddhist Dhammavaddhana** **Feb 2023 - Feb 2024**
- Engaged in various events as part of a committee.
- Vice Chair, Syntax Community - SMK Telesandi Bekasi** **Mei 2024 - Jun 2024**
- Taught HTML, CSS, and JavaScript to beginner students interested in the IT field, providing a foundational understanding of web development.
  - Worked as a Front End Developer to improve and enhance the appearance of the website syntx.id, ensuring a better user experience and responsive design.
- Internship at PPTIK ITB** **Nov 2020 - Feb 2021**
- Developed a smoke detection system using ESP32, MQ-2 sensor, buzzer, and LED to signal potential fires.
  - Automatic Hand Sanitizer: Developed a contactless dispenser using ESP32 and an ultrasonic sensor.

## ACHIEVEMENTS

- Certificate of Appreciation - Good Achievement Freshmen Partner B2027** **Sept 2024**
- Supported one class of freshmen during their first two semesters together with fellow Freshmen Partners.
- Certificate of Appreciation - Good Achievement Freshmen Leader B2027** **Jan 2024**
- Guided Group of freshmen Binusian 2027 through the First Year Program alongside fellow Freshmen Leaders, welcoming them to Binus University.
- Second Place Winner in the Software Development Competition at the Silogy Expo** **Aug 2024**
- Awarded Second Place in the Software Development Competition at Silogy Expo for developing \*Help Medic\*, a telemedicine platform designed with my team to provide accessible, secure healthcare services. The platform includes AI-based consultations, health news, and disease information, offering a user-friendly solution for individuals seeking medical support from home.
- Competency test certification** **Mar 2024**
- This certificate verifies the successful completion of a skills assessment in developing a web-based hotel booking application, conducted by Coding Camp Indonesia. The assessment includes a knowledge component (30%) with a score of 97 and a skills component (70%) with a score of 92, resulting in a final score of 94 and a "Very Good" rating in work attitude. This certificate demonstrates a high level of competence in web application development, making it valuable for positions in programming and software development.

## Certificate Of Experience Level

Mar 2024

- This certificate recognizes the achievement of "Level II" competency in Software Engineering. Issued by Telecommunication Telesandi Bekasi Vocational School, it confirms the successful completion of practical work in this field, specifically in Web Programming, with a competency score of 97. This certification demonstrates a strong foundation in web programming skills, adding value for roles in software and web development.

## PROJECTS

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### Gramejia-Online Stationary Store

- Technology: Swift, Swift Storyboard, Core Data
- Activities: Designing the user interface (UI) and user experience (UX), developing functions for brand admin and user roles, and managing essential operations like adding, updating, and deleting products. Implementing CRUD operations using Core Data as the built-in database for product data storage and management.

### Wilify-music exploration platform website

- Technology: HTML, CSS, JavaScript
- Activity: Designed the platform's structure and user interface (UI), developed features to showcase song details, and implemented song recommendation functionalities, focusing on providing relevant music options without the ability to play the songs.

### Goenjam-VR Games

- Technology: Unity, C#
- Activity: Developed a horror-themed virtual reality game designed to test players' courage. Created immersive and intense gameplay experiences, focusing on terrifying scenarios that challenge players to face their fears, offering a thrilling experience for horror enthusiasts.

## SKILLS

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**Programming Languages:** Dart, Java, Kotlin, HTML, JavaScript, CSS, SQL, TypeScript, PHP, Swift

**Software:** Node.js, MySQL, Figma, Firebase, Vercel, GitHub

**Frameworks:** ReactJS, React Native, Flutter, Next.js, Laravel,

**Techniques:** Asynchronous Programming, API Development, User Interface Design, SQL and NoSQL

**Languages:** English, Indonesian