

Priyapta Naufal Sudrajat

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Penultimate-year Computer Science student at **Universitas Indonesia** with strong foundations in software development and system analysis. Proficient in **Java, Python, Go, and Dart**, with hands-on experience delivering web applications using Django, Fast-api, Flutter, Java Springboot and Next.js. Finalist in the **IoT division of GEMASTIK 2025** by Kemendikbud. Active technical leader with experience in autonomous humanoid robotics, IoT systems, and student welfare leadership.

EDUCATION

Universitas Indonesia · Faculty of Computer Science (Fasilkom UI) Aug 2023 – Present

B.Sc. Computer Science

Relevant Coursework: Artificial Intelligence, Database, Web Development, Mobile Development, Robot Simulation

WORK EXPERIENCE

Universitas Indonesia · Coordinator Teaching Assistant — Automata Theory Feb 2026 – Present

Part Time · Depok, ID

- Coordinated teaching assistants in preparing quizzes and examination materials for the Automata Theory course.
- Supervised assessment preparation, ensuring alignment between evaluation content and course learning objectives.
- Organized and monitored grading workflows to maintain consistency and fairness in student evaluation.
- Assisted lecturers in managing course logistics and ensuring smooth execution of quizzes and exams.

Universitas Indonesia · Teaching Assistant — Calculus Class I Aug 2025 – Dec 2025

Part Time · Depok, ID

- Facilitated structured learning sessions for 60 freshman students, translating complex calculus concepts into clear explanations.
- Reviewed and corrected student examination and quiz answers, assigning scores to ensure accurate and fair performance evaluation.
- Developed assessment materials and managed scoring data to support reliable reporting and continuous course improvement.

COMPETITIONS & PROJECTS

SIRUANG – Fasilkom UI Room Booking Application · Fullstack Engineer Feb 2026 – May 2026

- Developed SIRUANG, a web-based room booking application for university facilities, streamlining the reservation process for students, academic staff, and external stakeholders.
- Engineered an automated email notification system to deliver real-time booking confirmations, reminders, and status updates to users upon reservation actions.
- Implemented realtime comment functionality using background processing to enable non-blocking user interactions and improve application responsiveness.
- Built a comprehensive admin dashboard for facility managers to monitor booking activity, manage room availability, and generate usage reports.

Jalalink – IoT Offshore Communication System · Programmer June 2025 - Sept 2025

Finalist, GEMASTIK XVIII IoT Division by Kemendikbud

- Developed Jalalink, an IoT-based communication system enabling fishermen to communicate in offshore areas with limited conventional network access.
- Built system integration between microcontrollers and wireless communication modules to transmit data between distributed devices.
- Customized the open-source Meshtastic mesh communication protocol using C/C++ for reliable long-range device-to-device messaging.
- Collaborated with local fishermen in Kampung Nelayan Jakarta to gather user requirements and validate the solution through real-world testing.

Remote Robot Soccer – GIIAS Competition · Robotics Programmer Jul 2025

- Developed a remote-controlled soccer robot, implementing control logic for movement and gameplay interaction.
- Integrated sensors and motor controllers to enable navigation and ball interaction.
- Conducted iterative testing and debugging to improve robot responsiveness, movement stability, and control accuracy.

ORGANIZATIONAL EXPERIENCE

Gladiatos Humanoid Robotic Team · Technical Director Aug 2025 – Present

Depok, ID

- Lead the technical direction and system architecture of an autonomous humanoid robot, integrating hardware, embedded systems, and software components.
- Deployed and validated robot simulations using ROS2, enabling faster prototyping and reducing integration risks before hardware testing.
- Coordinated system integration, debugging, and iterative testing across sensing, control, and actuation subsystems.
- Implemented structured testing workflows that improved system reliability and consistency during real-world trials.

Badan Eksekutif Mahasiswa UI · Head of Student Welfare Department June 2025 – Feb 2026

Depok, ID

- Increased total donation funds for student welfare programs by 70% compared to the previous year.
- Led promotion of the "Curhat Sama Panda" mental health support initiative, driving 90% growth in student participation and peer-support engagement.
- Participated in structured discussions with faculty representatives on student life, curriculum development, and mental health, contributing to actionable solutions.

SKILLS

Programming Languages: Python, Java, Go, JavaScript, SQL, C++, Dart

Frameworks & Tools: Django, Spring Boot, Next.js, Nuxt.js, Flutter, PostgreSQL, Redis, Git, GitHub, Docker, Figma

Soft Skills: Project Management, Leadership, Public Speaking, Team Collaboration, Problem-Solving, Time Management

Languages: Indonesian (Native), English (Professional Working Proficiency), Japanese (Beginner)