

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 GPA: 3.27/4.0

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

WORK EXPERIENCE

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

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

Ruang Terang Website · Company Profile · Freelancer

Full-Stack Engineer | *June 2026 – July 2026*

- Developed and deployed a responsive website for Ruang Terang, a nonprofit organization focused on disability inclusion and community empowerment.
- Implemented web accessibility features based on WCAG principles, including semantic HTML, keyboard navigation, readable color contrast, alternative text, and accessible form components.
- Integrated Google Analytics to monitor website traffic, user acquisition, page performance, and visitor behavior.
- Created analytics tracking to identify the most visited pages and evaluate the effectiveness of digital campaigns and content.

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.

Bo-Dash · 3D Local Co-op Game · Academic Project

Game Developer | Feb 2026 – May 2026

- Developed a 3D chaotic local co-op game using Godot Engine, designed for multiple players on a shared screen.
- Implemented game controller integration to support local multiplayer gameplay and responsive player movement.
- Designed obstacle-based gameplay where players must avoid moving blocks and survive increasingly challenging game scenarios.
- Built core gameplay systems, including player controls, collision detection, scoring, game states, and restart mechanics.
- Successfully delivered a fully playable game prototype as part of an academic software development project.

Campus Website Deployment · Academic Project

DevOps Engineer | January 2026 – May 2026

- Configured NGINX as a reverse proxy and load balancer to distribute incoming traffic across multiple application instances.
- Successfully supported 500 concurrent users during load-testing scenarios while maintaining a P99 response time of approximately 240 ms.
- Deployed and integrated Keycloak to provide centralized authentication and access management for the application.
- Conducted load, stress, integration, and deployment testing to identify performance bottlenecks and validate system reliability.

Jalalink · IoT Offshore Communication System

IoT Programmer | June 2025 - Sept 2025

- 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.

EventSphere · Mini Project Booking Event

Full-Stack Engineer | February 2025 – May 2025

- Developed a microservices-based event booking application using Java SpringBoot.
- Implemented RabbitMQ as the message broker for asynchronous communication between microservices.
- Designed and maintained CI/CD pipelines to automate application build, testing, and deployment.
- Achieved 100% code coverage through comprehensive unit and integration testing, ensuring application reliability.

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)