

AGUNG DWI PANGESTU

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PROFESSIONAL SUMMARY

Undergraduate Information Systems student with a strong focus on Web Development and System Analysis. Experienced in building scalable web applications using Laravel, PHP, and MySQL. Proven ability to design complex database schemas, implement MVC architecture, and create user-centric UI/UX designs. Eager to apply technical skills in a challenging internship environment.

EDUCATION

DIGITAL TECHNOLOGY UNIVERSITY OF INDONESIA

Yogyakarta

Bachelor of Information Systems

Cumulative GPA: 3.87/4.00

Relevant Coursework: Web Programming, Database Systems, Object Oriented Programming (OOP), System Analysis & Design, UI/UX Design.

PROJECT EXPERIENCE

PROJECT EXPERIENCE QR-BASED RESTAURANT MANAGEMENT SYSTEM

- Developed a comprehensive web-based ordering system integrating QR Code technology for seamless table-side ordering.
- Implemented real-time table status automation, updating status to "Occupied" upon ordering and "Available" after payment.
- Designed multi-role dashboards for Waiters, Food Chefs, and Beverage Chefs to streamline kitchen workflow and order tracking.
- Utilized Laravel framework and MySQL to handle complex transaction logic and notification systems.

COMMERCE BOOKSTORE APPLICATION

- Developed a functional online bookstore using PHP Native and MySQL, demonstrating a deep understanding of core web programming logic and server-side development.
- Engineered a custom Shopping Cart feature using session management and manual transaction logic without relying on frameworks.
- Implemented robust security measures using Prepared Statements to prevent SQL Injection and enforced strict input validation.
- Built a comprehensive Admin Panel for inventory management (CRUD), category organization, and stock monitoring.

FOODJET - UI/UX DESIGN PROJECT

- Designed high-fidelity wireframes and interactive prototypes for "FoodJet", a mobile food delivery application.
- Mapped detailed user flows and interface layouts to optimize navigation and enhance the overall User Experience (UX).

ACADEMIC EXPERIENCE

ASSISTANT LECTURER - COMPUTER NETWORKS

Mar – Agu 2025

- Assisted in teaching fundamental networking concepts, including OSI layers, IP addressing, and subnetting.
- Guided students in hands-on laboratory sessions using network simulation tools (e.g., Cisco Packet Tracer) to configure routers and switches.
- Evaluated student assignments and practical exams regarding network topology and basic security configurations.
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ASSISTANT LECTURER - PROGRAMMING PARADIGMS (JAVA)

Sep 2025 – Jan 2026

- Facilitated the understanding of core programming paradigms, with a strong focus on Object-Oriented Programming (OOP) in Java.
- Mentored students on advanced concepts such as inheritance, polymorphism, encapsulation, and design patterns.
- Reviewed code implementations to ensure adherence to clean coding standards and effective problem-solving strategies.

ASSISTANT LECTURER - ALGORITHMS & PROGRAMMING (JAVA)

Sep 2025 – Jan 2026

- Taught foundational programming logic, data types, control structures, and basic data structures using Java.
- Assisted students in debugging code and solving algorithmic challenges to enhance their computational thinking.
- Supervised weekly laboratory sessions and graded practical coding tasks.
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ORGANIZATIONAL EXPERIENCE

INFORMATION SYSTEMS STUDENT ASSOCIATION

Yogyakarta

President

Aug 2025 – Aug 2026

- Led and managed organizational operations, taking full responsibility for strategic decision-making and the successful execution of work programs.
- Served as the primary liaison between Information Systems students and faculty/university administration to ensure effective communication.
- Oversaw the performance of all divisions to ensure every initiative aligned with the organization's vision and mission.

INFORMATICS & COMPUTER STUDENT ACTIVITY UNIT (UKM IK)

Yogyakarta

Membership Division Coordinator

Aug 2024 – Aug 2025

- Designed and executed recruitment strategies and onboarding programs to ensure sustainable organizational regeneration.
- Managed the membership database and monitored member engagement across routine organizational activities.
- Facilitated team bonding and internal development sessions to enhance team cohesion and improve member retention rates.

SKILLS

- **Programming Languages:** PHP, Java, Python, SQL, JavaScript .
- **Frameworks & Technologies:** Laravel, HTML5, CSS3, Bootstrap/Tailwind
- **Databases:** MySQL, Relational Database Design, ERD & Normalization.
- **Tools:** Git, GitHub, VS Code, Figma (untuk proyek UI/UX), Composer.
- **Technical Concepts:** MVC Architecture, Object-Oriented Programming (OOP), System Analysis & Design, UML Diagrams, User Experience (UX) Design.
- **Soft Skills:** Leadership, Problem Solving, Time Management, Team Collaboration, Technical Documentation .