



JUAN KODY LEONDRO

INFORMATICS ENGINEERING UNDERGRADUATE STUDENT

SUMMARY

An Information Technology student from the class of 2022, specializing in Information Management & Enterprise Systems. Skilled in team collaboration, disciplined in meeting deadlines, and eager to learn and adapt to new technologies. Known for being reliable, honest, and committed to contributing effectively in group settings.

CONTACT

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EXPERIENCE

Vice Event Coordinator | Engineering Sports Competition 2024

- Assisted in managing the overall event operations and stepped in to cover the main coordinator when needed.

E-Sport Division Coordinator | KMM SPORTS FT 2023 – 2024

- Responsible for organizing, managing, and supervising regular E-Sport training sessions within KMM SPORTS FT.

MOB University & Faculty Mapping Team | 2024

- Accompanied and guided new students during the pre-MOB, MOB events, and throughout their first year, serving as an information resource and support system.

PROJECT

Cinema Application

Course: Database

- Developed using the C# programming language, incorporating database management concepts.

Mobile E-sports Application

Native Mobile Programming

- Built using the Kotlin programming language.

Esports Application Accessible on Both Desktop and Mobile

Course: Hybrid Mobile Programming

- Developed using the Ionic framework for cross-platform compatibility.

Esports Website Application

Course: Full Stack Programming

- Built using PHP for backend development, with HTML and CSS for the frontend.

Self-Ordering for Healthy Food System (In Progress)

Course: Web Framework Programming

- Developed using the Laravel framework for efficient backend management and modern web development practices.

EDUCATION

Universitas Surabaya (2022 - present)

Bachelor of Information Technology - 3.208

SKILLS

Programming languages: HTML, CSS, PHP, C#, MySQL, Python, Java, Kotlin, Ionic, Flutter

Soft Skills: Team Collaboration, Communication, Problem-solving