

IT PORTFOLIO

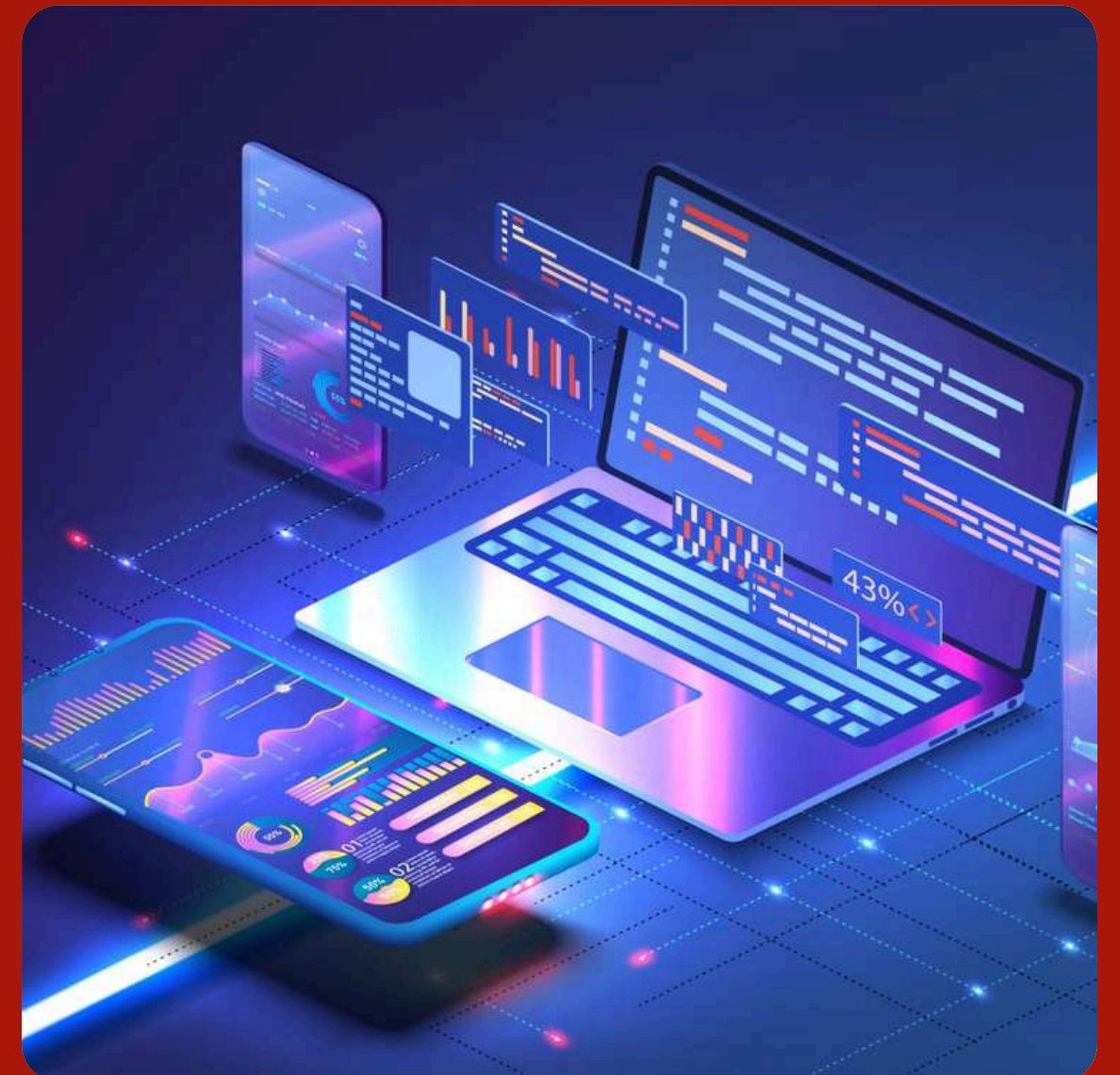
DAVID KRISTIAN SUSANTO

CONTENT

ABOUT ME

WORK EXPERIENCE

MY PROJECTS PORTFOLIO



ABOUT ME

HELLO! MY NAME IS DAVID KRISTIAN SUSANTO

I am a senior Informatics student specializing in **Artificial Intelligence** at **Petra Christian University**. I have a deep-seated passion for bridging complex computational logic with intuitive visual design.

Currently, my primary focus lies in full-stack web development and exploring interactive 3D web technologies. I have hands-on experience building digital solutions from end-to-end—ranging from designing minimalist, user-centric UI/UX architectures to implementing robust backend systems.

Beyond technical engineering, I actively lead creative initiatives, having held executive positions in student associations overseeing branding development and coordinating university-wide events.

These experiences have strongly shaped my skills in project management, problem-solving, and cross-functional team collaboration. I am highly driven to bring this unique blend of technical expertise and creative vision to a professional environment.

PROJECT TITLE

Vroomwash Car Wash Website

YEAR ACCOMPLISHED

Jun 2025

ROLE/POSITION

Team Member:

- Front-End for Admin and User side.
- Database Designer
- Admin Management

PROJECT LINK

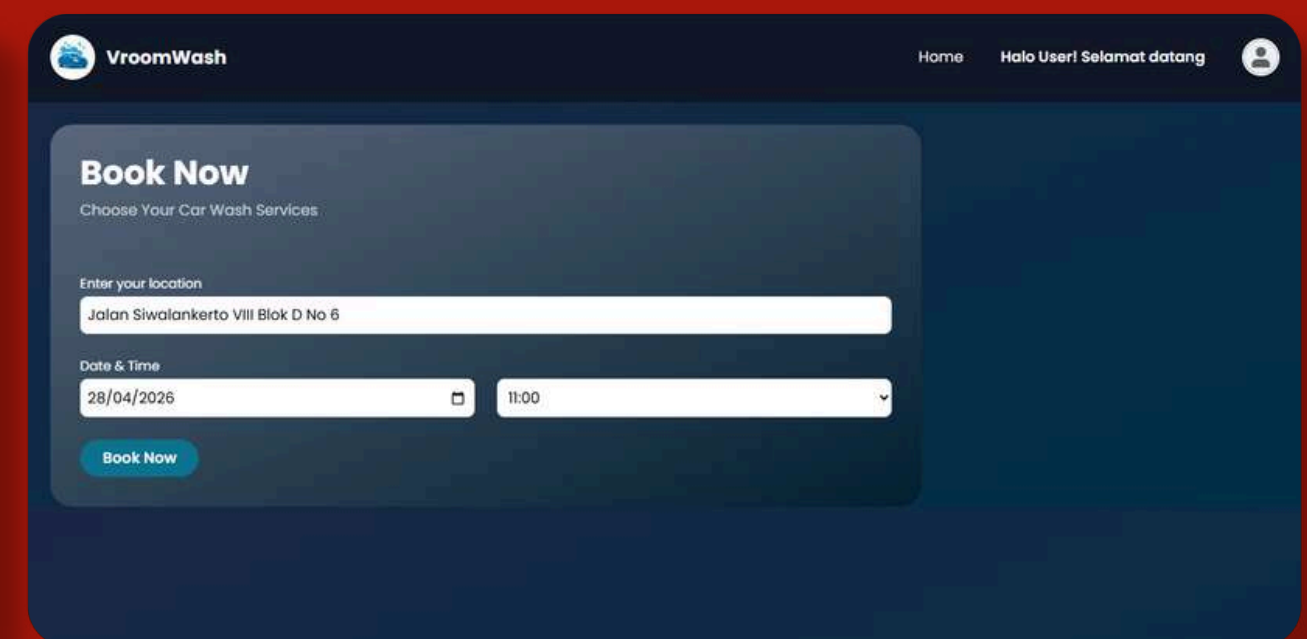
<https://github.com/davidkristians/projek-uas-wfd.git>

PROJECT DESCRIPTION

Web-based car wash booking and management system designed to simplify the process of reserving car wash services online. The platform allows customers to browse available services, create bookings, choose schedules, manage their profiles, and track their booking history.

The system also includes separate dashboards for admin, employees, and customers. Admins can manage services, employees, work schedules, bookings, payments, and reports. Employees can view assigned jobs, check their work schedules, receive notifications, and update job status. Customers can book services, view their booking history, and provide ratings after service completion.

This project was developed using Laravel, MySQL, Blade, and Tailwind CSS, with a role-based authentication system to separate access between admin, employee, and customer users.



PROJECT TITLE

Making Pawmi Pokemon Character using WebGL

YEAR ACCOMPLISHED

Oct 2025

ROLE/POSITION

Team Member:

- Making the Pokemon character for “Pawmi” third evolution (Pawmot) starting from the body, head, crest, legs, hands, and other senses.

PROJECT LINK

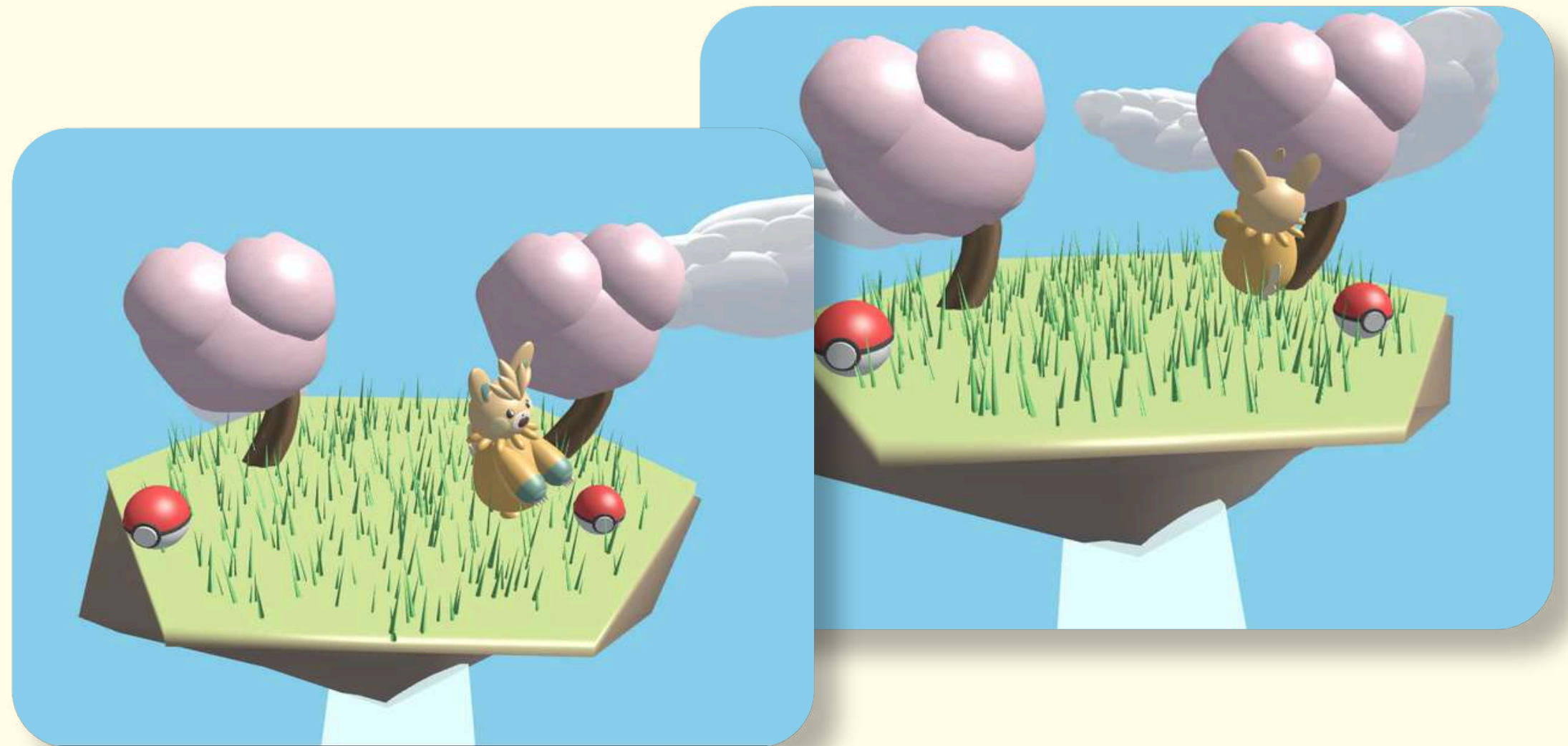
<https://github.com/davidkristians/projek-grafkom-pawmi.git>

VIDEO PROJECT LINK

<https://youtu.be/RT8pNilf6PE>

PROJECT DESCRIPTION

This is a browser-based 3D cinematic rendering project built with JavaScript and WebGL. This project showcases advanced computer graphics techniques, including modular scene architecture, dynamic character animations (actors), and complex geometry rendering. Collaborating within a team, I focused on making the third evolution of Pawmi Pokemon Character and the environment and seamlessly integrating animated assets to create a smooth, interactive visual experience.



PROJECT TITLE

Making Cinematic Video of Minecraft using Three.js

YEAR ACCOMPLISHED

Dec 2025

ROLE/POSITION

Team Member:

- Providing a world assets in Minecraft using Blender 3D.
- Make camera movements to get cinematic shots.

PROJECT LINK

<https://github.com/davidkristians/projek-uas-grafkom.git>

VIDEO PROJECT LINK

<https://youtu.be/Ezpb-Z971sl>

PROJECT DESCRIPTION

This is a Computer Graphics project focusing on the development of an immersive, interactive 3D web application. Built primarily with JavaScript and WebGL using the Three.js library, this project features a Minecraft-inspired cinematic environment. My technical contributions centered on complex scene rendering, optimizing performance through efficient geometry handling, and utilizing GLTFLoader for seamless 3D asset integration. We also implemented advanced lighting techniques and custom shader materials to elevate the visual fidelity of the virtual environment.



PROJECT TITLE

Create a calculator for numerical method calculations

YEAR ACCOMPLISHED

Dec 2025

ROLE/POSITION

Team Leader:

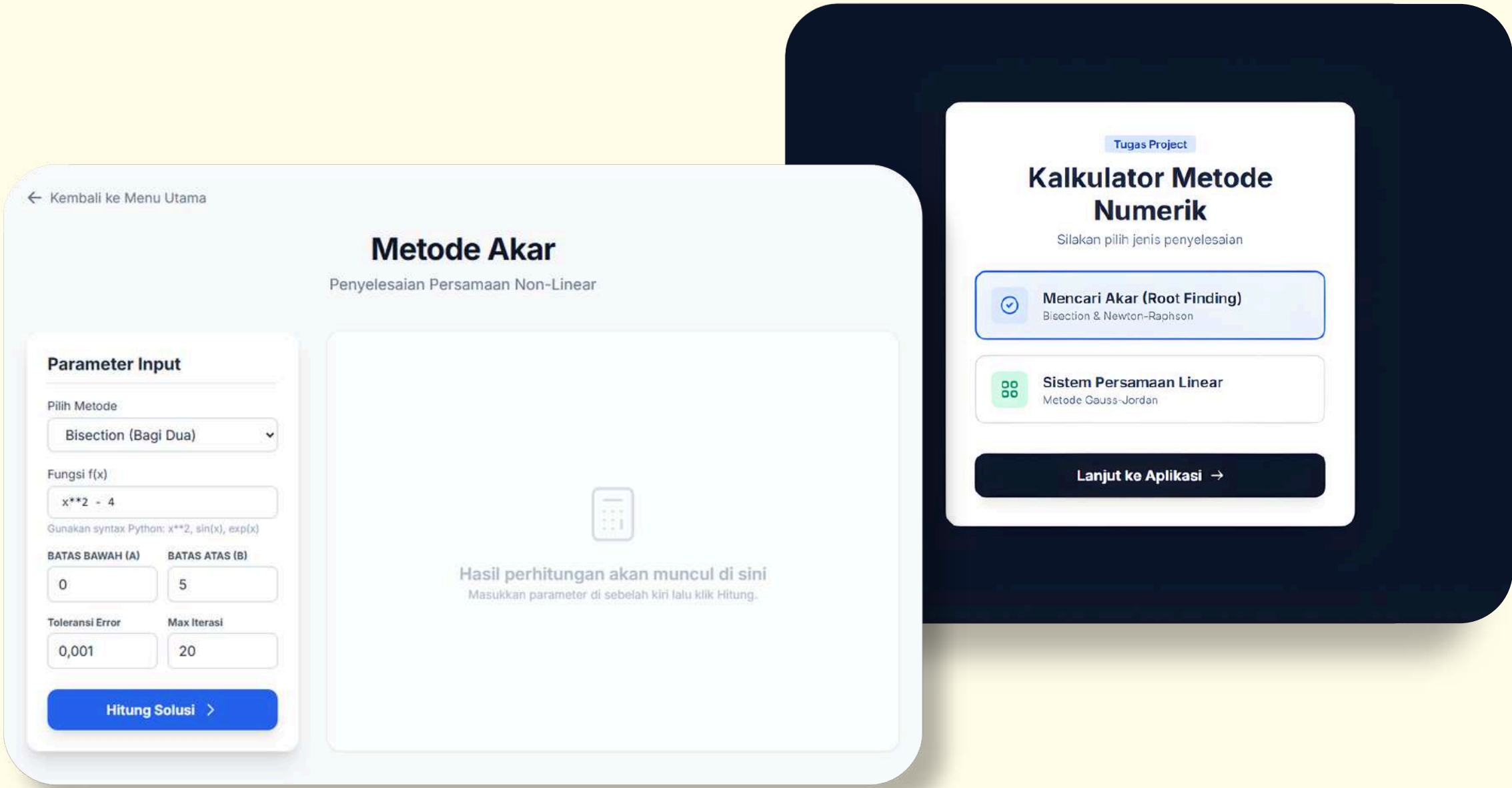
- Technical leader & planning for 6 structured numerical computation modules.
- Responsible for the accuracy of mathematical logic and algorithm integration.
- Monitoring the quality of the final product and error handling works optimally with a responsive user interface.

PROJECT LINK

<https://github.com/davidkristians/projek-uas-metnum.git>

PROJECT DESCRIPTION

This Python numerical computing application project designed to solve and visualize complex mathematical models across six core modules. Alongside managing the project's architectural planning, my direct contributions included implementing a smart Regex input parser and restructuring critical function return logic to guarantee system stability and prevent runtime failures. The tool offers interactive Streamlit visualizations and automatic error calculations against exact analytical solutions.



PROJECT TITLE

E-commerce thrift website using PHP Native for the front-end and MySQL for the back-end

YEAR ACCOMPLISHED

Nov 2025

ROLE/POSITION

Team Member:

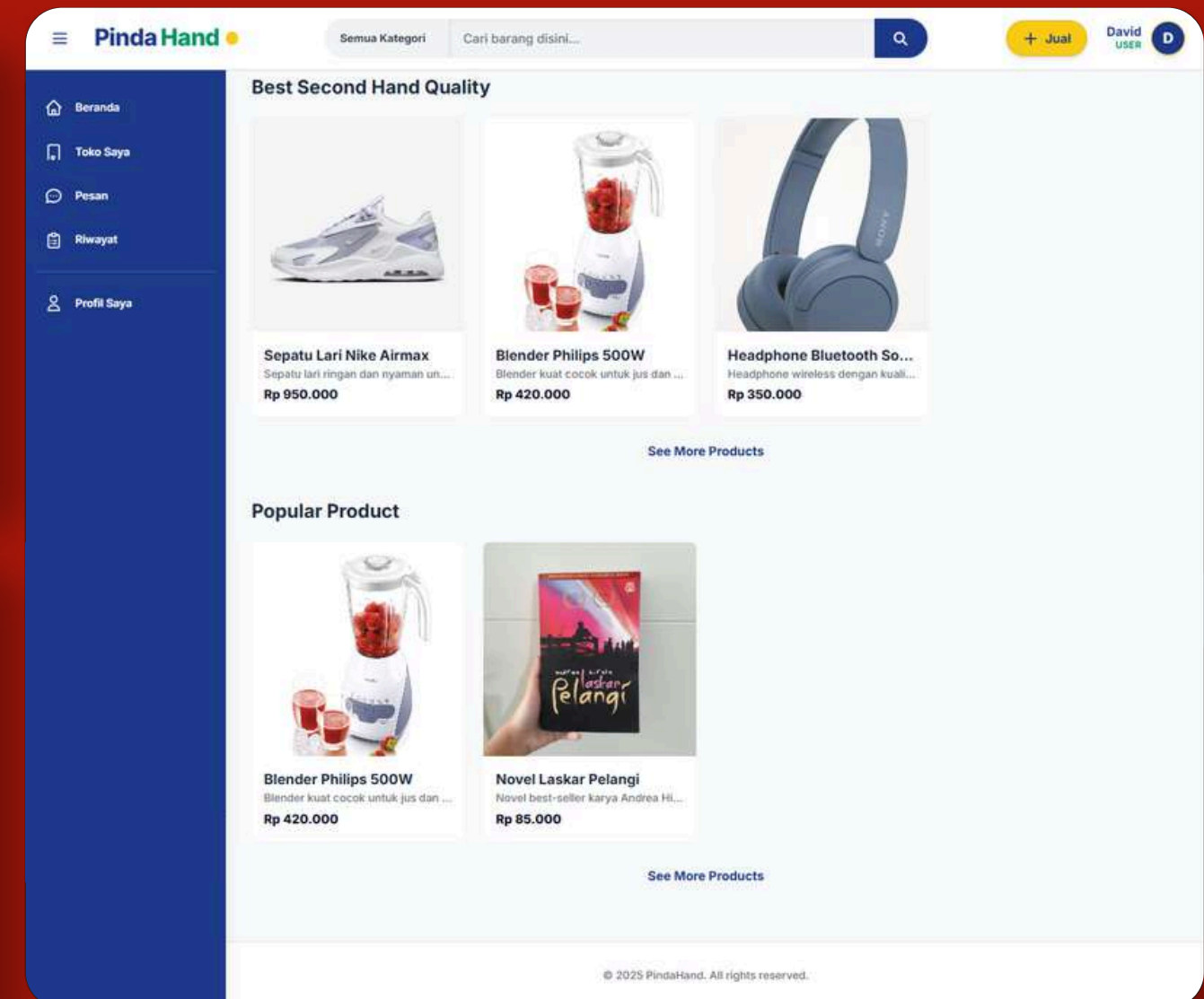
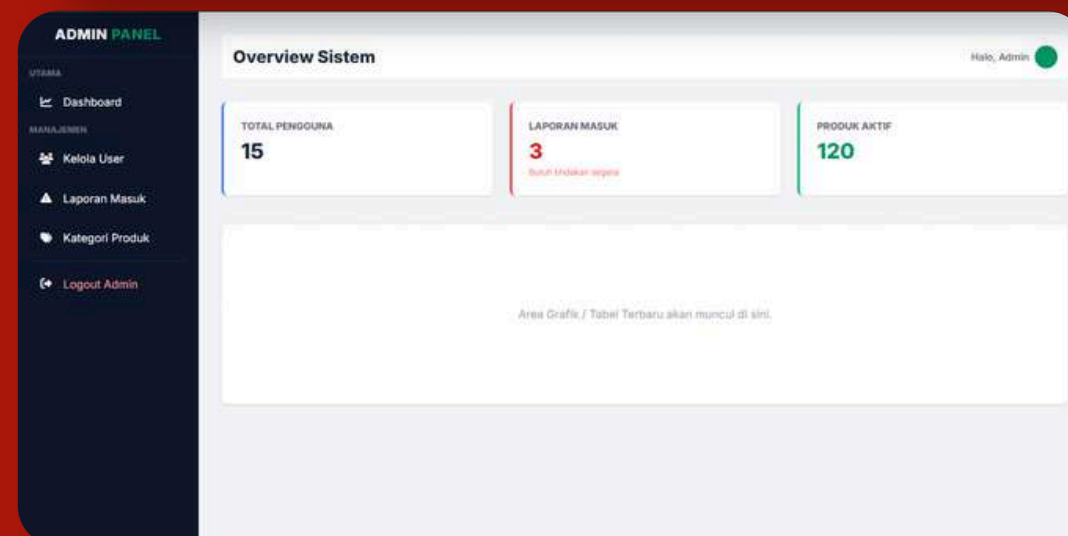
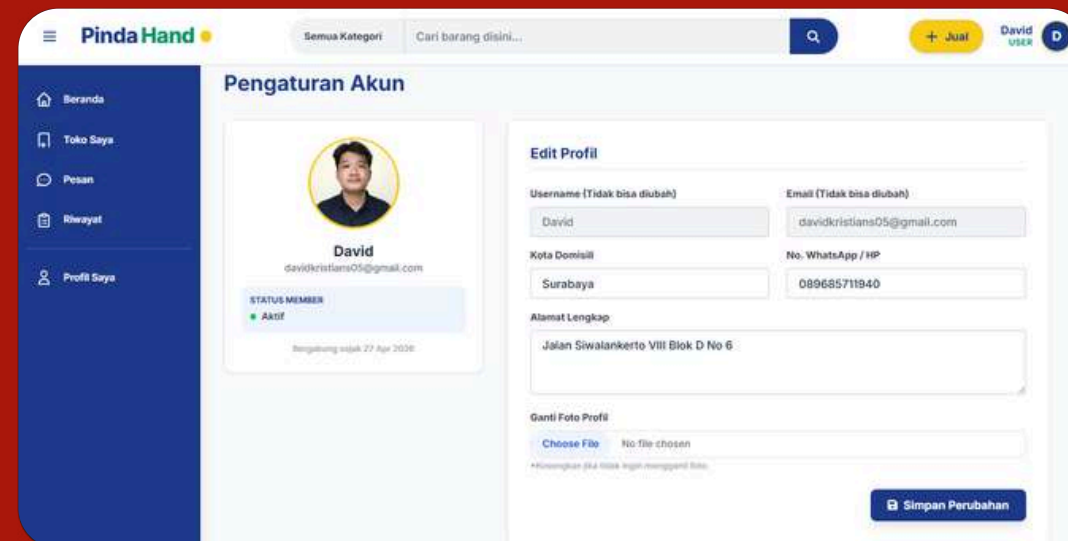
- Making the UI/UX for both the user and admin side.
- Assisted in creating a real-time chat system with sellers.
- Assisted in setting up the system so sellers can manage the products they want to sell.

PROJECT LINK

https://github.com/flrncRD/project_thrift-ecommerce2025.git

PROJECT DESCRIPTION

Thrift e-commerce platform developed for a Web Technology course project. This project stems from a real-world campus problem: facilitating senior students to sell their pre-loved items, such as textbooks and dorm furniture, preventing them from going to waste. Built with an MVC-oriented architecture using PHP and JavaScript, this application integrates full-stack functionality, from structured database management to a responsive user interface, ensuring a seamless transaction process.



PROJECT TITLE

Multi Model Face Attendance

YEAR ACCOMPLISHED

Dec 2025

ROLE/POSITION

Team Member:

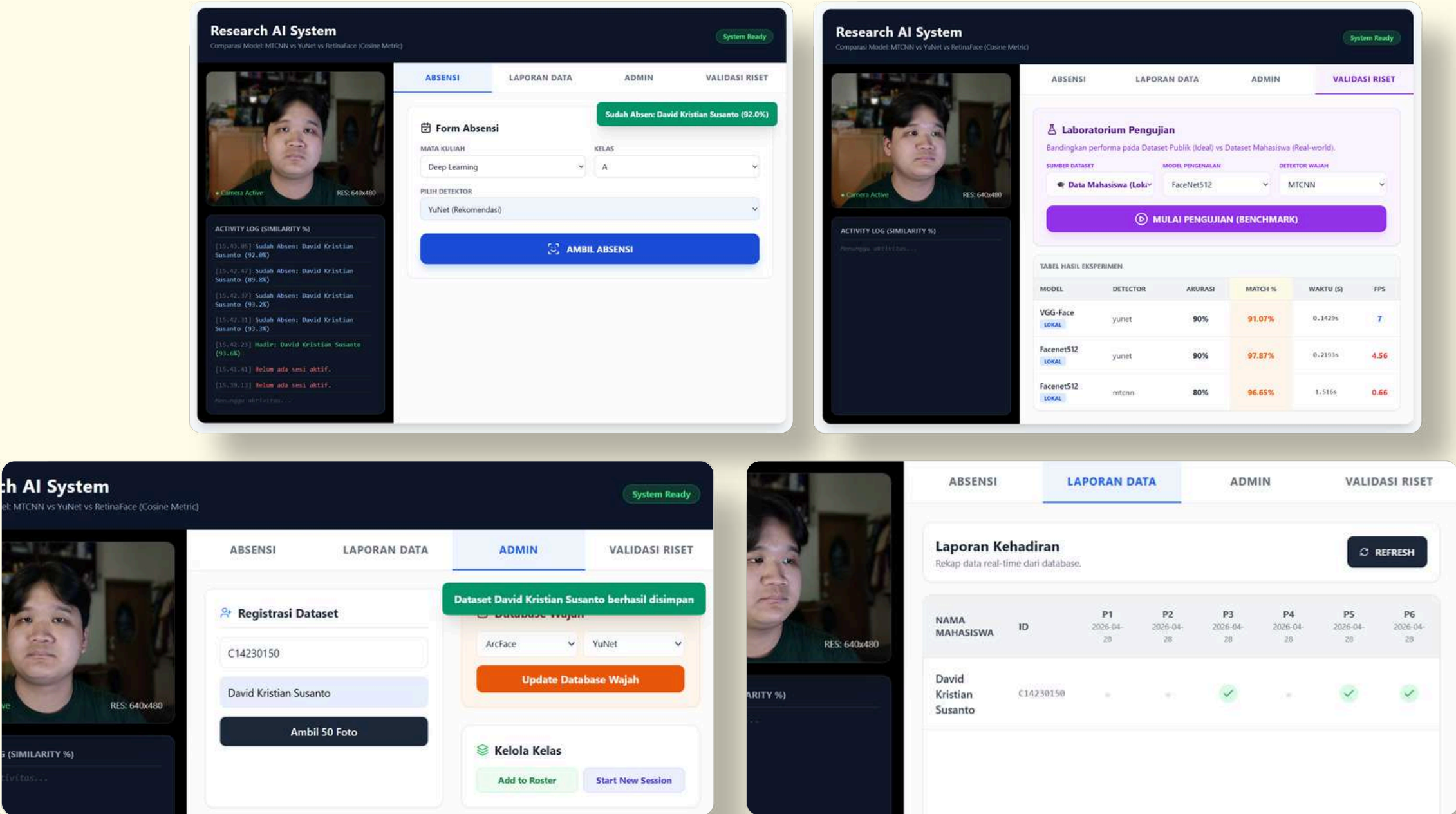
- Finding ideas for projects and developing models of both face attendance and face detectors models to be more effective and efficient.

PROJECT LINK

<https://github.com/AxelValentP/Facial-Attendance.git>

PROJECT DESCRIPTION

A collaborative Deep Learning project focused on building an optimized, real-time face attendance system. We benchmarked multiple face detectors (YuNet, MTCNN, RetinaFace) against leading recognition models (ArcFace, VGG-Face, Facenet512). By systematically analyzing processing speed (FPS) and recognition accuracy, our team identified the most computationally efficient model combinations for automated attendance tracking.



PROJECT TITLE

Serena UI/UX Design

YEAR ACCOMPLISHED

Mar 2026

ROLE/POSITION

Team Member:

- Making the UI/UX for home section.
- Making the prototype flow, UI animation, and splash screen for user interactivity.

PROJECT LINK

<https://www.figma.com/proto/Xj2ZjaNVtZNDq3sLq6tU67/Mental-health-project?node-id=64-573&viewport=3443%2C-245%2C0.28&t=uYbY94rmKhFmgBXx-1&scaling=scale-down&content-scaling=fixed&starting-point-node-id=18%3A332&show-prototype-sidebar=1&page-id=0%3A1>

PROJECT DESCRIPTION

Developed for a design competition by a five-person team, this project is a digital solution aimed at supporting mental health, specifically for individuals managing anxiety. Using Figma as our primary tool, we focused on creating a supportive, calming, and intuitive interface. Although the competition's main requirement was solely static visual design, we integrated key features into interactive flows. While the prototype is not fully comprehensive due to these constraints, it allows users to directly navigate the application and clearly experience the core user journey.



PROJECT TITLE

GOBIS Suroboyo UI/UX Optimization

YEAR ACCOMPLISHED

Nov 2025

ROLE/POSITION

Team Leader:

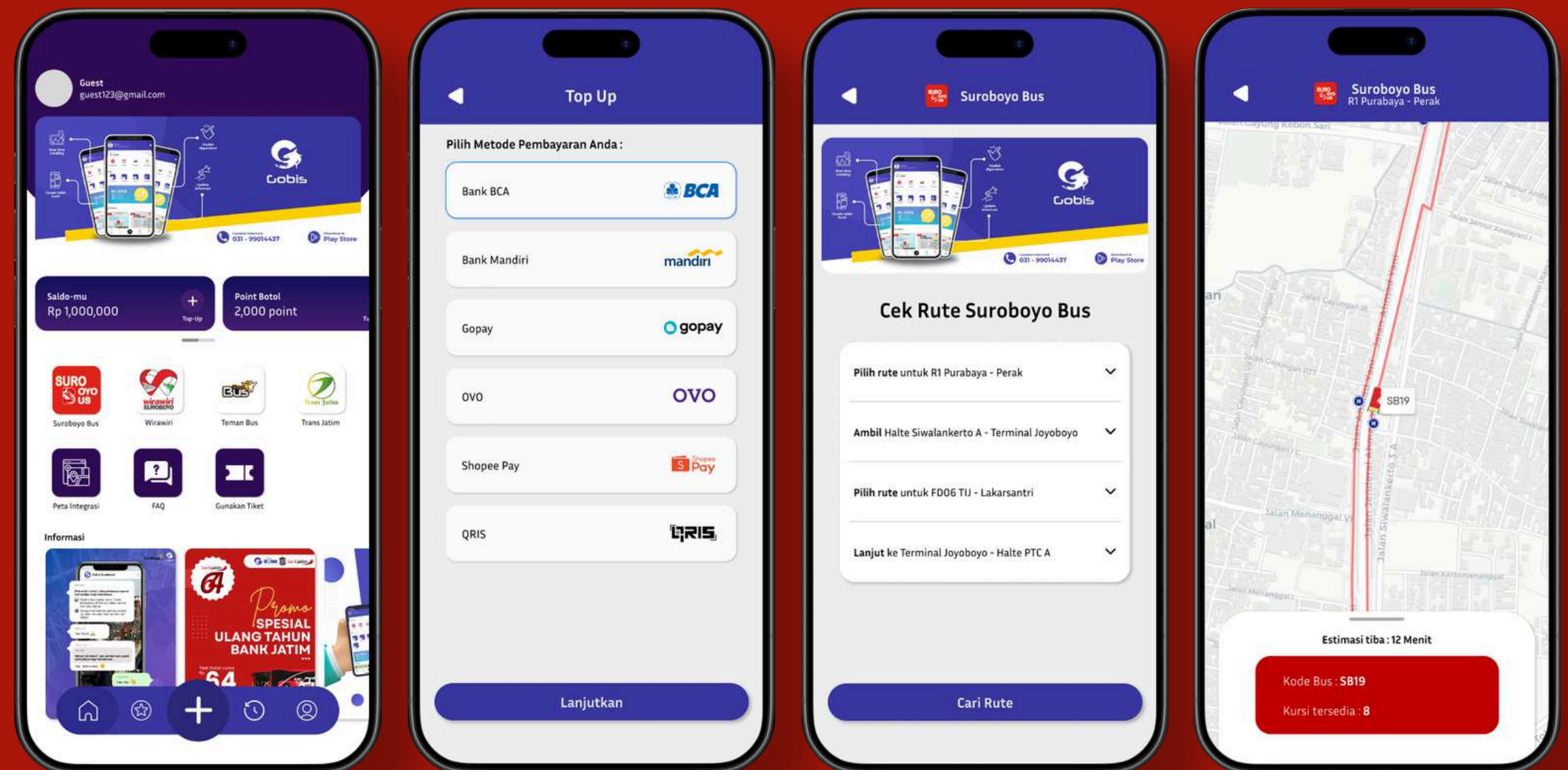
- Directed team members in designing the UI/UX for bus route checking, trip history, and reward points features.
- Contributed to the UI/UX design for the login and registration flow, home section, and top-up page

PROJECT LINK

<https://www.figma.com/proto/qmAnne5zUirZqBkcInRw65/PROTOTYPE-UI-UX?node-id=1-3&starting-point-node-id=1%3A3&show-proto-sidebar=1&t=VNbqZ3jbjaAWXeBo-1>

PROJECT DESCRIPTION

UI/UX redesign project that focused on improving the usability, navigation, and visual clarity of the GOBIS Suroboyo public transportation application. The project involved optimizing interface layouts, refining user flows, and enhancing key features such as bus routes, schedules, stops, travel information, and easier top-up access. The goal was to create a cleaner, more intuitive, and user-friendly digital experience for public transportation users in Surabaya.



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LET'S
WORK
TOGETHER!



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