

ANDELLE GIANZRA BASAE

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Meet the driven and curious Computer Science graduate with a passion for learning and a hunger for knowledge. I am constantly seeking new opportunities to expand my skills and knowledge, particularly in the field of technology. Whether it's coding, problem-solving, or embracing new technologies, I thrive in both team and independent projects. My interests lie primarily in web development and mobile application development, and I have experience working with Java, Kotlin, and Figma. I am equally comfortable in both the dynamic world of start-ups and the structured environment of established companies, and I am always eager to learn from others and share my own knowledge and ideas. I believe that collaboration and communication are key to success, and I am always looking for ways to improve my skills and contribute to the success of any project I am involved in.

Work Experiences

Discord Moderator, Google Developers Community: Indonesia - Indonesia

Nov 2023 - Present

Event Organizer

- In the role of an Event Organizer within the Discord Google Moderator Community Indonesia, the primary focus is on coordinating and hosting diverse events, including livestreaming on the YouTube channel. The main objectives include community growth to 20,000 members by the end of 2023, engaging livestream management to expand our network, and active collaboration with members and relevant stakeholders, with the aim of creating a dynamic and high-quality space for Google Manager discussions.

HireHub - Indonesia

Jun 2023 - Present

Chief Financial Officer | Mobile Developer | Designer

- Conducting slicing processes for the Company's user interface.
- Developing a temporary chat feature for brief communication purposes.
- Improving the overall user-friendliness of the application's UX.
- Implementing logic for editing company information.
- I have played a key role in collaborating to create a feature enabling users to upload their CVs, further enriching their profiles and enhancing the application's utility.
- Implemented a user-centric profile enhancement by integrating a photo upload feature, allowing users to personalize their profiles with ease.
- Creating features such as the History of offerings, which includes processes like Confirmation, Acceptance, and Decline.
- Steering the course at the Merdeka Innovation Summit 2023 with my latest video creation, showcasing groundbreaking ideas and inspiring innovation.
- Crafted the entire UI/UX of the groundbreaking HireHub app from inception to completion. Elevating user experience one design at a time.
- Transforming visions into visuals! From compelling banners and posters to engaging InstaStory designs, I turn concepts into captivating promotional materials.
- Striving for excellence in video production! Engineered a product-based capstone project video, aiming for a spot in the top 20.
- Mastering the art of storytelling through video pitch decks. Crafting compelling narratives that resonate and captivate.
- Elevate my ideas with a powerful elevator pitch! I specialize in creating and editing impactful videos that leave a lasting impression.

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka - Indonesia

Feb 2023 - Dec 2022

Mobile Development Student

- Successfully became one of the Top 20 Best Product-Based Capstone Projects out of over 700 teams.
- Qualified for a highly competitive program among more than 67,000 applicants.
- Mobile Development in Product-Based Capstone Project.
- Active team members of top 68 & top 20 capstone teams.
- Successfully advanced to the Top 50 in the Top Elevator Pitch Challenge among more than 700 Challenger.

Binar Academy - Indonesia

Aug 2023 - Dec 2022

Java Backend Developer

- Collaborated with a team of Frontend Javascript developers to successfully complete a nal project at Kampus Merdeka, creating an API for an e-ticketing website using Java programming language.
- Utilized Scrum methodologies for sprint planning, review, and retrospective, completing the project in 3 sprints.
- Successfully completed 8 challenging tasks as an individual, including the creation of a reservation program for movie theaters using Springboot Java, with a 2-week deadline for each task.
- Strongly motivated and eager to continue honing my skills and collaborate with other professionals in a dynamic and innovative work environment.

- Implementation of the Serial Number and Asset Tag Collection Application at PT. Bukit Asam Tbk based on the Android Application.
- Worked collaboratively with a team of 3 individuals.
- Monitored the application's performance, database operations, and resolved errors.
- Successfully created an efficient item management system, resulting in a significant increase in time effectiveness by up to 95%.
- Compiled a comprehensive Final Report with a final grade above 90.
- Played a key role in UI/UX design to ensure a seamless and user-friendly experience for application users. Collaborated with backend team to resolve intricate bugs, enhancing the stability and functionality of the application.
- Implemented advanced syntax enhancements to optimize codebase and boost overall performance.
- Actively participated in rigorous code reviews, providing valuable insights for code quality improvements.

Education Level

- Farewell Ceremony English Speech – 2020
- 1st Winner Rubik Competition | Mathematics Festival 2019 HIMMA FKIP Universitas Sriwijaya (October 2019)
- Rohis Member (September 2017 - June 2019)

Organisational Experience

- Led training sessions on organizational management for fellow members and assumed the role of Head of the Publicity and Documentation Division.
- Contributed to successful webinars and competitions commemorating Earth Day as a member of the Publicity and Documentation Division.
- Played an active part in the organization of the prestigious Fasilkom Unsri 2021 Bujang Gadis election, supporting the Publicity and Documentation Division.
- Captured and documented exciting moments at the Fasilkom E-Sports Championships as a member of the Publicity and Documentation Division.
- Participated in the Student Entrepreneurship Program, collaborating within the Publicity and Documentation Division.
- Skillfully managed Collab from Home project as the Head of the Publicity and Documentation Division. Contributed to the success of the Academic School event as a member of the Public Relations, Publicity, and Documentation Division.
- Spearheaded the organization of the Fasilkom Games event as the Head of the Publicity and Documentation Division.
- Supported the Webinar on Cross-Cultural Exchange - Wonderful Indonesia, showcasing my skills within the Publicity and Documentation Division.

Projects

- **Hirehub** (2023): Bangkit Product-Capstone is an innovative project that achieved recognition by securing a place among the top 20 teams eligible for a \$10,000 incubation fund. This project is a groundbreaking job search application that streamlines the hiring process for both applicants and companies. The core objective of the application is to simplify the job-seeking experience for applicants by providing a seamless platform where they can easily submit their resumes and credentials. Once an applicant uploads their CV, the system employs advanced algorithms to match the applicant's skills, qualifications, and preferences with relevant job opportunities offered by companies.
- **Flyket (Online Flight Ticketing App)** (2022): Developed using React.js and Java Springboot, our online flight ticketing apps feature both user and admin capabilities. Users can easily select and book their desired flights, while admins can verify and confirm user bookings. As part of the project, I also created a seat API and conducted unit testing.
- **PTBA-Asset-Management** (2022): Developing a serial number and asset tag data application for PT. Bukit Asam based on the Android platform to facilitate employees, especially those in the warehouse department, in inputting and recording the company's inventory in PT. Bukit Asam Tanjung Enim.