

SAKTI BIMASENA

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An informatics engineering student with a strong interest in programming and problem-solving. Although no formal work experience yet, I am eager to learn, develop my skills, and help others. I enjoy collaborating with peers, and I am committed to growing both my technical abilities and my ability to support others in learning.

Education Level

Institut Teknologi Bandung - Bandung

Aug 2023 - Jun 2027 (Expected)

Bachelor Informatics Engineering, 3.78/4.00

Experiences

Himpunan Mahasiswa Informatika (HMIF) ITB - Bandung, Indonesia

Dec 2024 - Present

Kinship Staff

- Helped maintain a positive and supportive environment within the organization by fostering good relationships among members
- Organized bonding activities and internal events to strengthen member bonds

Arkavidia 9.0 ITB - Bandung, Indonesia

Dec 2024 - May 2025

ArkavX Event Staff

- Assisted in organizing an event consisting of a seminar with multiple speakers and a job fair
- Contacted and coordinated with potential companies to participate in the job fair
- Supported the execution of the seminar and job fair, ensuring the event ran smoothly and on schedule

Projects

Nimonspedia - Mock Ecommerce Website Based on Tokopedia

Oct 2025 - Jan 2026

Web Developer

- Led core authentication & user system (login, register, session, profile, balance) in PHP as project foundation.
- Built real-time chat system using Node.js WebSocket + PHP REST API with React frontend (typing indicators, read receipts, infinite scroll).
- Developed admin dashboard with JWT authentication and feature flag system (global & per-user) to control application features dynamically.
- Implemented push notifications via Service Workers and Web Push for chat and auction events.
- Set up production-ready infrastructure using Docker and Nginx reverse proxy; conducted WebSocket/API load testing and performance tuning.

Quaternion Visualizer

Jul 2025

Developer

- Designed and implemented a Python-based application to visualize quaternion mathematics and 3D transformations, leveraging libraries such as PyOpenGL, PyQt5, and NumPy.
- Created reusable and modular components for 3D rendering and user interaction, including OpenGL-based widgets and a PyQt5-powered graphical user interface.
- Contributed to the full development lifecycle, including designing, coding, testing, and documenting the application, while maintaining a clean and scalable codebase.

Rush Hour Puzzle Solver

May 2025

Developer

- Developed a solver for Rush Hour Puzzle using pathfinding algorithms like A* and Uniform Cost Search using Java. Developed both a CLI and GUI based program

Little Alchemy Recipe Finder

Apr 2025 - May 2025

Backend Developer

- Developed the backend of a recipe finder website for the game Little Alchemy 2 using GO. The recipe finder uses algorithms such as Breadth First Search and Depth First Search

Skills

- **Hard Skills:** Python, C, C++, Java, HTML, CSS, JS
- **Soft Skills:** Teamwork, Leadership, Communication