

AZKAL BAIHAQI PUTRA SANDITA

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I am a Fullstack Web Developer with 2 years of experience in building modern web applications, currently expanding my expertise in Mobile Development. I am a sixth-semester Information Systems student and a recipient of the Indonesia Maju Scholarship. I am passionate about creating efficient, user-centric digital solutions and bring strong skills in collaboration, problem-solving, and communication.

EDUCATION

BRAWIJAYA UNIVERSITY – Malang

Bachelor's Degree, Information Systems

Aug 2023 – Present

- Awardee Beasiswa Indonesia Maju 2023

WORKING EXPERIENCE

Database Administration, FILKOM Universitas Brawijaya

Laboratory Assistant

Aug 2025 – Present

- Assisted in teaching and mentoring 38 students in Database Administration laboratory sessions using IBM DB2.
- Prepared instructional materials, SQL exercises, and practical labs to support students' understanding of database concepts and DB2 operations.
- Guided students through hands-on activities, including schema design, HADR, Data Object Modelling, and administrative tasks within DB2.

Basic Programming, FILKOM Universitas Brawijaya

Laboratory Assistant

Feb 2025 – Juni 2025

- Assisted in teaching and mentoring 38 students in the Basic Programming in Java laboratory sessions.
- Developed and prepared learning materials, coding exercises, and practical tasks to support students' understanding of Java fundamentals.
- Guided students through hands-on programming activities, ensuring clarity of core concepts such as variables, control flow, arrays, and object-oriented principles.

Yoi Visual Production - Malang

Head of IT and Finance

Feb 2024 - August 2025

- Led a team of 5 in planning and executing IT initiatives to support business operations.
- Developed and maintained company websites, ensuring functionality, performance, and up-to-date content.
- Created and managed simple financial reports, including expense tracking, budgeting, and monthly summaries.

ORGANIZATIONAL EXPERIENCE

Raion Community - Brawijaya University

App Programmer

Apr 2025 – Present

- Developed 3 mobile application from initial concept to implementation, testing, and deployment.
- Collaborated with the product manager team to translate requirements into functional and scalable application solutions.
- Implemented UI/UX designs, optimized performance, and ensured code quality through iterative development.

Brawijaya Golf - Brawijaya University

Head Public Relations and Media Divisions

Jan 2025 – Present

- Develop and distribute press materials, including press releases, statements, websites and social media content.
- Coordinate and manage public relations campaigns, promotional activities and creative media designs.
- Increased brand visibility with 1.3M TikTok views and boosted Instagram exposure by +394% (July–August).
- Developing websites for voting system for 100+ users.

Beasiswa Pendidikan Indonesia - Brawijaya University

Head IT Divisions

Jan 2025 – Present

- Develop complain report system using forms and spreadsheets
- Maintaining information blog websites for awardees
- Developing websites for voting system for 300+ users.

VOLUNTEERING EXPERIENCE

Staff of Creative Media PKKMB & Start Up Academy FILKOM UB

May 2025 – Nov 2025

- Produced 30+ visual bumpers and motion graphic assets using Adobe After Effects to support event and program needs.
- Designed teasers, visual concepts, and promotional materials in collaboration with the creative team through Figma.
- Developed motion graphics and multimedia content that strengthened event branding and audience engagement.
- Coordinated with cross-functional teams to ensure consistent visual direction and timely delivery of media outputs.

Vice Head of Creative Media Artopolis 2024

May 2024 – Oct 2024

- Designed engaging marketing campaigns using hard and soft selling techniques.
- Created compelling social media content to promote products and services, resulting in increased engagement.

Volunteer Mentor at WAJAR 2024

Jul 2024 – Sept 2024

- Taught elementary school students foundational technology concepts to enhance digital literacy.
- Developed interactive and engaging lesson plans to foster an interest in technology.

Staff of Fundraising FILKOMPRENEUR 2024

Apr 2024 – Sept 2024

- Secured sponsorships and led fundraising initiatives, achieving financial targets for the event.
- Organized and executed fundraising campaigns.

Staff of Creative Tourism Garuda Nusa Youth Action 9 Labuan Bajo 2024

Jun 2024 – Aug 2024

- Developing simple websites to attract tourist.
- Gaining information of local tourism to make promotions
- Teaching 5+ Small Enterprise to use social media

FILKOM Goes to School 2024

Jun 2024 – Aug 2024

- Promoted the Faculty of Computer Science (FILKOM) at Universitas Brawijaya to prospective students.
- Provided detailed insights into academic programs and campus opportunities to inspire informed decisions.

SKILLS, ACHIEVEMENTS, AND OTHER EXPERIENCE

Skills

- **Productivity & Office Tools:** Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Google Workspace
- **Design & Creative Tools:** Canva, Figma, CapCut, Adobe Premiere Pro
- **Project & Collaboration Tools:** Notion, Slack, Zoom, Google Meet
- **Programming & Development:** Laravel, Next JS, Kotlin, Flutter, Python

Achievements

- **2nd Place** – National Business Plan Competition, Management Festival 2025
- **Silver Medal** – World Economic Challenge & Competition, IYSA 2024
- **Silver Medal** – Indonesia International Applied Science Project Olympiad, IYSA 2023

Other Experience

- **Speaker** – SMANSA EXPO, SMAN 1 Semarang 2023

EXTRA QUALIFICATION

LANGUAGE PROFICIENCY

- **Indonesian** – Native
- **English** – Intermediate