RAKHA DZIKRA GUEVARA

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I am an Informatics student at Universitas Islam Indonesia with a 3.90 GPA, specializing in product design, UI/UX, and web application development. Experienced in leading teams, designing user-centered interfaces, and building digital products from concept to implementation. Skilled in translating ideas into functional and visually engaging solutions, with hands-on experience from national competitions, community programs, and teaching assistant roles. Passionate about usability, clear communication, and delivering impactful digital solutions.

EDUCATION

Universitas Islam Indonesia – Sleman, Indonesia **2024 - Present**

Bachelor of Science in Informatics, 3.90/4.00

- Relevant Coursework: Programming Logic, Application Development Fundamentals, Informatics Fundamentals, Web Application Development, Design Thinking, UI/UX Workshop

ACHIEVEMENTS

1st Place, Anugerah Abdidaya Ormawa 2026 (Best Achievement of Success Indicators) – Kemdiktisaintek, Makassar

- Contributed as Product Designer and Digital Marketing in a 15-student HIMFA UII team for the PPK Ormawa program TOGA BERDAYA in Wonokerto, Sleman.
- Team results include a village institution with 29 members, three zero-waste nutmeg products, and 100% realization of the Rp27 million program grant.

Best Finalist (1st Place), Astranauts 2026 Idea Track – Astra International & FIFGROUP, Jakarta

- Served as COO of team Yu Ai Ai for *FINATRA NEXUS*, an AI-driven system that helps FIFGROUP find and verify creditworthy UMKM for productive financing.
- Mapped the product flow from UMKM data intake and scoring to the acquisition dashboard and credit analyst review, then pitched it at Demo Day in Menara Astra.

Pekanbaru City Government Scholarship 2026 – People's Welfare Division (Kesra), Pekanbaru

- Selected through the Outstanding Student track in recognition of academic achievement.

2nd Place Winner, ITC Startup Hackathon 2025 – IT Centrum Universitas Islam Indonesia, Yogyakarta

- Directed end-to-end development of the startup concept *PaceIT*, a wearable smart patch that monitors runners' vitals in real time, in a competitive hackathon environment.
- Managed team workflow, task delegation, and strategic decision-making.
- Ensured project alignment through structured communication and problem-solving.

Best Member (Best Hacker), GDG on Campus UII 2025 – Google Developer Groups on Campus UII

- Selected as Best Hacker through the mentoring program among fellow members.
- Completed a web project using HTML, CSS, and JavaScript combined with a basic machine learning implementation.

Top 10 Finalist, Astranauts 2025 – Astra International, Jakarta

- Selected as one of the Top 10 finalists in the Business Case (Student Track) of the national innovation competition Astranauts 2025.
- Pitched *TRAKSION*, an AI-based vehicle classification system for toll roads, as Idea Owner and Chief Marketing Officer, covering market analysis, business model, and pricing.

3rd Place, PKM Idea Challenge (PKM-IC) 2024 – Universitas Islam Indonesia, Yogyakarta

- Developed an innovative idea in the PKM GFT (Karya Inovatif) category: Rupiah Token Coin (RTC), a digital token concept with potential economic impact.
- Focused on leveraging blockchain-inspired innovation to support financial inclusion and strengthen economic ecosystems.

Selected Exhibitor, Informatics Expo 2024/2025 Vol. 1 – Informatics Department, Universitas Islam Indonesia, Yogyakarta

- Led team The Incredibles as Project Manager to showcase *TaniCerdas*, a smart farming app concept built for the Design Thinking course, at Pakuwon Mall Yogyakarta.

1st Place, UI/UX Design Competition – PORSEMATIK 2024 – Universitas Islam Indonesia, Yogyakarta

- Designed and developed the user interface and user experience for Travelokal, a mobile application concept that enhances local travel and tourism experiences.
- Achieved 1st place recognition among fellow Informatics students in the annual PORSEMATIK event.

EXPERIENCES

Laboratory Assistant, Laboratorium Terpadu Informatika UII – Yogyakarta, Indonesia **2025 - Present**

- Assisted Web-Based Application Development lab sessions in the International Program, conducted in English, helping students work through hands-on web development exercises.
- Assisted students in Fundamentals of Application Development for Information Systems (Feb - Aug 2026).
- Assisted the lecturer in teaching Programming Logic with Python, covering basic algorithms, control structures, and problem solving (Jan 2025 - Jan 2026).

Design & Video Production, Marcom FTI UII – Sleman, Indonesia **2024 - Present**

- Produced visual and digital assets aligned with the faculty's branding and communication strategies.
- Collaborated with other divisions within Marcom FTI to plan, design, and produce digital content.
- Produced and edited high-quality video materials to support faculty promotional and branding initiatives.
- Served on the FTI Expo 2026 committee, handling publication, documentation, and video content.
- Shot and produced video content for the FTI UII YouTube channel, including the Konten Tebak Jurusan series.

PROJECTS

Linggo Ladder — 3D English Learning Game : *React Three Fiber, Three.js, Gemini API*

- Built an interactive 3D Snakes and Ladders game that turns English vocabulary practice into a competitive learning experience.
- Implemented vocabulary card collection, score-based competition, gesture-based controls, and voice interaction.
- Developed as part of the Juara Vibe Coding challenge.

Zenloop : *Java, JavaFX, SceneBuilder, Gemini AI, Groq AI*

- Developed an AI-powered mental health desktop application designed to help students and workers manage stress through journaling, self-care routines, and real-time chatbot support.
- Implemented stress monitoring and visualization, guided journaling with encryption, and AI-driven conversational support using Gemini and Groq.
- Designed and structured the app with JavaFX MVC architecture, ensuring scalability and maintainability.
- Role : Project Manager & Full-Stack Developer (Hacker, Hipster, Hustler).

SIGAP : *Figma, UI/UX Design, Prototyping, Design System*

- Contributed as a Hipster (UI/UX Designer) in developing *SIGAP*, an AI-powered stroke prevention platform with risk prediction, nutrition monitoring, and gamified health tracking, built for Google Solution Challenge 2025.
- Designed user interfaces based on structured user experience principles to ensure accessibility and usability for patients and caregivers.
- Collaborated closely with developers and team members to ensure design consistency and smooth product development.
- Created wireframes, design systems, and both low-fidelity and high-fidelity prototypes for frontend implementation.
- Role : Hipster — UI/UX Designer

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, HTML, CSS, MySQL

Developer Tools: Git, Docker, Visual Studio, Supabase

Libraries & Frameworks: React, Next.js, Node.js, Tailwind, Bootstrap, Three.js

Editing Tools: Figma, Framer, Adobe Photoshop, Adobe Illustrator, Canva, Video Editing

Certifications: Figma Workshop: Introduction to UI & UX (Innovative Academy UGM, 2024), Belajar Dasar Pemrograman Web (Dicoding, 2024), Responsive Web Design (freeCodeCamp, 2023)

Soft Skills: Leadership, Project Management, Public Speaking, Team Collaboration, Communicatio