



# Christopher Mesaya

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## SUMMARY

I am Mesaya, a 6th-semester Informatics student at Multimedia Nusantara University with a strong passion for web development. I specialize in building responsive and user-friendly web apps using HTML, CSS, JavaScript, React.js, Next.js, and Vue.js. I also have experience with Laravel (PHP), Firebase, and MySQL, and use Figma for UI/UX design. I'm eager to keep growing through hands-on projects and contribute meaningful value to every team I'm part of.

## EDUCATIONS

<b>Faculty of Computer Science, Multimedia Nusantara University</b> Bachelor of Computer Science Current GPA : 3.81	<b>2022 - Present</b>
<b>Science Major, SMA Strada Santo Thomas Aquino</b> Science graduate Major: Science	<b>2019 - 2021</b>

## EXPERIENCES

<b>Front-end Developer (intern)   PT Flow Byte Digital - Jakarta Barat</b> • Collaborated with the development team to build and maintain responsive web interfaces using HTML, TailwindCSS, Vue.js, and Next.js. • Assisted in implementing UI components based on Figma designs, ensuring consistency and user-centric design principles.	<b>Jan 2025 - May 2025</b>
<b>PIC   PPIF (Perkenalan Prodi Informatika) - Universitas Multimedia Nusantara</b> • Served as a PIC for Informatics students, providing guidance on academic challenges and understanding the curriculum. • Improved interpersonal communication and technical understanding through teaching and real-case simulations in informatics.	<b>March 2024 - Aug 2024</b>
<b>Game Developer   Personal Project</b> • Developed an interactive game using Unity and C#, implementing game mechanics, animations, and a scoring system. • Utilized object-oriented programming (OOP) principles to create scalable and reusable components. • Focused on optimizing performance for smooth gameplay on various devices.	<b>Aug 2024 - Dec 2024</b>
<b>Web Developer   Interactive Game Website</b> • Designed and developed a game-based website using HTML, Tailwind, CSS, and React.js. • Implemented dynamic user interfaces and interactive elements, ensuring an engaging user experience. • Integrated responsive design principles for cross-platform compatibility, optimizing usability on desktops and mobile devices.	<b>Aug 2024 - Dec 2024</b>
<b>Mentor   Mentoring - Universitas Multimedia Nusantara</b> • Guided and mentored 18 students from various disciplines to support their academic adaptation and personal growth. • Strengthened leadership, time management, and interpersonal skills by working with individuals from diverse backgrounds.	<b>March 2023 - Sept 2023</b>

## EVENT PARTICIPATIONS

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**Contributor | Online CyberSecurity Bootcamp - Cyber Academy Indonesia**

**July 2024**

- Engaged in intensive training sessions covering key cybersecurity concepts, including ethical hacking, network security, and data protection.
- Collaborated with peers on case studies to analyze and resolve simulated cybersecurity threats.
- Enhanced understanding of security frameworks and best practices for safeguarding digital assets.

**Unify Performer | Mufomic - Universitas Multimedia Nusantara**

**January 2023 - Dec 2024**

- Collaborated with Mufomic to deliver performances at prominent events alongside artists like Cangcuters, Coboy Junior, Anneth, and Juicy Lucy.
- Managed event logistics and creative collaboration, contributing to the success of large-scale performances.
- This experience enhanced team coordination and project management skills under high-pressure environments.

## SKILLS

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**Languages:** English, Indonesia

**Programming Languages:** HTML, CSS, JavaScript, SQL, PHP, Java, Kotlin, Python

**Framework:** React.js, Next.js, Vue.js, Laravel

**Software:** MySQL, Figma, GitHub, Unity

**Projects:** [Flowcamp](#), [Freelancer](#), [Dapur Bu Nelmas](#), [to do list website](#), [Drink Reminder](#), [Eternals](#), [Maze Game](#)