





LUKAS AUSTIN

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Undergraduate Student at Padjadjaran University | Bandung

Hello everyone! My name is Lukas, I am a dedicated undergraduate student at Universitas Padjadjaran, currently pursuing a degree in Computer Science. I'm an enthusiast in merging creativity with technology, especially in Graphic Design, UI/UX Design, Frontend in Web Development, and most recently, Artificial Intelligence.

Education Level

Universitas Padjadjaran  - Jatinangor, Kabupaten Sumedang, Jawa Barat	Aug 2023 - Aug 2027 (Expected)
<i>Bachelor of Computer Science, 3.95/4.00</i>	
Methodist-3  - Medan, Sumatera Utara	Jun 2020 - Jun 2023
<i>High School Diploma in Natural Science, 92.96/100.00</i>	

Projects

EduTech - AI Engineer	May 2025 - Jun 2025
<i>Tech Stack: Google Collab, Python, Streamlit, Gemini API, SentenceTransformers, Hugging Face</i>	
EduTech is a Computer Science course application integrated with AI to help users understand and learn the course materials more effectively.	
<ul style="list-style-type: none">• Implements Retrieval-Augmented Generation (RAG) system to enhance response accuracy.• Implements All-MiniLM-v2 model, fine-tuned with a custom dataset for the embedding system.• Implements semantic search using cosine similarity to match user queries with the embedded dataset.• Uses the Gemini API as the generative large language model (LLM) to generate responses based on the retrieved context.• Project Link: edutech-ai-chatbot.streamlit.app	
FREEW - Front End Developer	Oct 2024 - Nov 2024
<i>Tech Stack: Figma, HTML, CSS, JavaScript, PHP, Code Igniter 4, MySQL</i>	
FREEW is a web application designed to connect freelancers with clients looking to hire services. As a Front End Developer, I contributed to the development of the platform by creating user-friendly interfaces and ensuring an optimal user experience.	
<ul style="list-style-type: none">• Designed the UI/UX using Figma to create an intuitive and visually appealing layout for the web application.• Developed the frontend using HTML, CSS, and JavaScript to implement responsive and interactive features.• Utilized PHP Framework (CI4) for backend development, ensuring seamless database integration and efficient performance.• Collaborated with a team of 3, working closely with a UI/UX Designer and a Backend Developer.	
Easy CF - Front End Developer	Oct 2024 - Nov 2024
<i>Tech Stack: NetBeans, Java, PHP</i>	
Easy CF (Easy CashFlow) is a cash flow management application developed using NetBeans and Java.	
<ul style="list-style-type: none">• Designed the user interface (UI) directly in NetBeans to create a seamless and intuitive experience.• Applied object-oriented programming (OOP) principles using Java to implement key functionalities.• Integrated the application with a database for efficient data management and storage.• Collaborated with team members responsible for database design and backend development.	
Square - Game Developer	May 2024 - Jun 2024
<i>Tech Stack: Unity, C#, PHP</i>	
Square is an offline RPG game developed using Unity, with C# for game logic and PHP for database integration. As a Game Developer, I was responsible for designing the game, including characters, assets, and implementing game mechanics.	
<ul style="list-style-type: none">• Designed and developed characters, assets, and game mechanics to create an immersive RPG experience.• Implemented game logic using C# to build game systems, combat mechanics, and stat improvements (health, luck, attack).• Developed a dynamic enemy system, where enemies become progressively stronger as the stage's level increases.• Integrated a database with PHP to manage player data and game progression.	

Experiences

KMBD - Jatinangor, Kabupaten Sumedang, Jawa Barat	Aug 2024 - Present
<i>Staff of Media & Creative</i>	

Keluarga Mahasiswa Buddhis Dharmavira (KMBD) was established in 1986, initiated by several students from Universitas Padjadjaran who felt the need for a platform to accommodate Buddhist students.

- Produced graphic designs for 30+ posts, increasing social media reach by 25%.
- Documented 2+ events and edited over 30 images, ensuring consistency in branding and visual quality.

Character Building Season - Jatinangor, Kabupaten Sumedang, Jawa Barat

Aug 2024 - Oct 2024

Head of Publication, Documentation, and Decoration.

Character building activities for new students or young Himatif members, where participants will be given soft skills content and self-introduction.

- Coordinated a team of 6 members, ensuring timely delivery of creative outputs.
- Managed 20+ creative post, including decorations and publications, all delivered within deadlines.
- Collaborated with 5+ division to align creative outputs with organizational goals.
- Created mockups for 5+ merchandise items, including lanyards and apparel.

Informatics Festival - Bandung, Jawa Barat

Aug 2024 - Oct 2024

Staff of Creative and Documentation

Informatics Festival (IFest) is an annual event organized by FMIPA Unpad Informatics Student Association which aims to introduce and increase insight into technology to the general public as well as facilitate and foster a spirit of competition and innovation.

- Designed 50+ Instagram posts within one month to enhance social media engagement.
- Edited 50+ images and 5+ videos for content creation and promotional purposes.
- Created 5+ mockups for various merchandise, including lanyards and apparel.

Himatif FMIPA Unpad - Jatinangor, Kabupaten Sumedang, Jawa Barat

Feb 2024 - Nov 2024

Staff of Information Media

Himatif FMIPA Unpad or Information Engineering Student Association, Faculty of Mathematics and Natural Sciences, Padjadjaran University is a student organization at department level at FMIPA Unpad. Himatif FMIPA Unpad was officially established on December 22 2013 through various lengthy stages.

- Served as the central hub for information and communication within Himatif FMIPA Unpad
- Managed the official website, social media platforms, and digital magazine of Himatif FMIPA Unpad
- Created the organizational structure (organigram) for the current BE Himatif FMIPA Unpad administration
- Covered and documented events held by BE Himatif FMIPA Unpad

Himatif FMIPA Unpad - Jatinangor, Kabupaten Sumedang, Jawa Barat

Feb 2025 - Present

Head of Information Media

Himatif FMIPA Unpad or Information Engineering Student Association, Faculty of Mathematics and Natural Sciences, Padjadjaran University is a student organization at department level at FMIPA Unpad. Himatif FMIPA Unpad was officially established on December 22 2013 through various lengthy stages.

- Lead a team of 9 members.
- Served as the central hub for information and communication within Himatif FMIPA Unpad
- Managed the official website, social media platforms, and digital magazine of Himatif FMIPA Unpad
- Created the organizational structure (organigram) for the current BE Himatif FMIPA Unpad administration
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Assistant of Laboratory - Data Structure

Feb 2025 - Present

Member

Assistant of Laboratory – Data Structures is a teaching support role where assistants guide students during practical sessions of the Data Structures course, helping them understand and implement the materials taught in class.

- Taught and guided approximately 40 students during lab sessions of the Data Structures course.
- Assisted students in understanding and implementing various data structures such as array, stack, queue, linked list, tree, and graph.
- Provided coding support and troubleshooting during practical assignments.
- Evaluated and gave feedback on student performance to support their academic progress.

Others

- **Skills:** Leadership, Problem Solving, Communication, Team Work, Adaptability, Time Management, Editing, Photography.
- **Tools:** Figma, Canva, Visual Studio Code, Unity, NetBeans.
- **Languages:** Bahasa (Native), English (Intermediate), Mandarin (Beginner).
- **Staff of Publication, Documentation, and Decoration - Informatics Sports Art and Games** (2023): Edited Instagram posts using

Canva and Figma to create engaging and visually appealing content and documented sports competition participants using a DSLR camera, ensuring high-quality event coverage.

- **Memulai Pemrograman dengan Kotlin** 📌 (2024): Dicoding Course
- **Belajar Membuat Aplikasi Android untuk Pemula** 📌 (2025): Dicoding Course
- **Belajar Dasar AI** 📌 (2025): Dicoding Course
- **Samsung Innovation Campus** 📌 (2025): Samsung Innovation Campus (SIC) is a global information and communication technology (ICT) education program by Samsung aimed at young people. This program focuses on developing talents and skills relevant to future technologies, such as AI, IoT, and coding. We successfully advanced to Stage 3 of the program, and were selected as Top 500 participants out of over 10,000 applicants from the initial stage.