



GEDE BHOJA NARADHIPA

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SUMMARY

Computer Science student at BINUS University specializing in Multimedia with a focus on UI/UX Design and Front-End Development (Vue 3, React, Tailwind CSS). Experienced in AR/XR development using Unity and Vuforia, graphic design, and video production. Active contributor in HIMTI and collaborative team projects, with a track record of leading design and development simultaneously. Passionate about building impactful digital products that combine strong aesthetics with solid engineering.

PROJECTS

Front-End Developer & UI/UX Designer

Feb 2025 – Jun 2026

SecondSpace – Neo-Brutalist Thrift Marketplace (Software Engineer Group Project, BINUS University)

- Led ~60% of full-stack development covering UI/UX design through Vercel deployment
- Built with Vue 3 + Vite + Tailwind CSS v4 + Pinia + Supabase; implemented scroll-reveal animations and responsive desktop centering layout
- Designed complete neo-brutalist design system with custom typography and component library in Figma
- Built and presented 11-slide pitch deck in Canva for Software Engineering AoL assessment

Mobile Developer & UI Designer

Mar 2025 – May 2026

Chi Matcha – Android App (UX & Mobile Programming Group Project, BINUS University)

- Developed Android application in Java + XML following Material 3 design principles
- Implemented complete design system from Figma (Fraunces + DM Sans, matcha green palette)
- Resolved Android Studio setup issues, Gradle configuration errors, and Xiaomi-specific USB debugging friction

AR Developer

Apr 2025 – Jun 2026

Gadgify – Marker-Based AR Product Showcase (Extended Reality Group Project, BINUS University)

- Built marker-based AR application in Unity 6 + Vuforia targeting Android devices
- Implemented three scenes: StartScreen, ARScan, and ProductDetail with Render Texture-based product viewer
- Resolved touch input issues via 'Both' Active Input Handling configuration

UI Designer & Front-End Developer

May 2026

RESTMATERIAL – Surplus Construction Materials Marketplace (Group Project, I/O Festival 2026)

- Contributed to ideation, PRD writing, UI design, and voiceover script in Indonesian for product demo
- Extracted design tokens via Repomix and supported frontend API integration for chat, listings, CO2 tracking, and category filters

EDUCATION

BINUS University

Sept 2024 – Present

Computer Science | Current GPA: 3.17/4.00 | Specialization: Multimedia

- Active member of HIMTI (Himpunan Mahasiswa Teknik Informatika)
- Vice Coordinator of Design & Documentation Division for Techfest (HIMTI)

SMAS Fransiskus Bandarlampung

July 2021 – May 2024

SKILLS

Technical Skills

- Programming Languages: HTML, CSS, JavaScript, TypeScript, Python, Java, SQL
- Frameworks & Libraries: Vue 3, React, Tailwind CSS, Pinia, Vite, Node.js, Express.js, GSAP, lenis
- Design & Creative: Figma, Adobe Photoshop, Adobe Premiere Pro, After Effects, Unity (Vuforia AR/XR)
- Tools & Platforms: Supabase, Vercel, Git, GitHub, Android Studio

Soft Skills

- UI/UX Design, Creative Direction, Agile Collaboration, Project Management, Problem Solving, Technical Communication

Languages

- Indonesian (Native)
- English (Intermediate)

AWARD

RESTMATERIAL – I/O Festival 2026

May 2026

- Top 5th finalist –RESTMATERIAL surplus construction materials marketplace competition
- Built a platform addressing sustainable material redistribution with real-time listings and CO2 tracking features

ORGANIZATION EXPERIENCE

HIMTI – Himpunan Mahasiswa Teknik Informatika, BINUS University

2024 – Present

- Vice Coordinator of Design & Documentation Division for Techfest
- Responsible for visual content production, documentation, and design system for annual tech event