I Gede Surya Diva Ananda

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EDUCATION

Bachelor of Computer Science – Udayana University   Sep. *2023 – present*
- 5th Semester student majoring in Informatics with current GPA of 3.94.

Asah led by Dicoding in association with Accenture   *Aug. 2025 – Jan. 2026*
An intensive career acceleration program and scholarship collaboration between Dicoding and Accenture, focusing on developing industry ready skills in full-stack web development and artificial intelligence through technical and soft skill training.
- Graduated with an end grade of 93.95.
- Acted as Project Manager for my capstone project, leading the end-to-end development of "Accenprove".
- Mastering Front-End, Back-End, and AI integration while maintaining a high level of performance throughout the 5 month duration.

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ORGANIZATION

Education Division Member & Association Secretary – Informatics Student Association (HIMAIF) at Udayana University
Dec. 2023 – Present
A group for college students where we organize technology and student affairs events and activities in our major and also with external communities.
- Collaborated as a core executive member to lead organizational initiatives and strategic decision-making.
- Managed and streamlined the association's official correspondence and administrative documentation.
- Managed the distribution and synchronization of academic resources and information for the Informatics department.
- Collaborated in a cross-functional team to advocate for student academic interests

Secretary – National Webinar of Informatics (WEBNAS) 2025   *Feb. 2025 – Sep. 2025*
A work program of the Informatics Student Association of Udayana University which oversees information dissemination activities in the field of Informatics nationally through webinars.
- Create paperwork for activities in accordance with the rules of Indonesian language and grammar.
- Ensure all activities are permitted and under legal supervision.

Vice President – Informatics Festival and Competition (INVENTION) 2024
Jan. 2024 – Nov 2024
A work program of the Informatics Student Association Udayana University which oversees competition activities in the field of computer science such as UI/UX and Web Design.
- Designing the overall concept of the activity.
- Monitor all members in their work so it perfectly matches the concept of the activity.

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WORK EXPERIENCE

Internship – PT. inAReality Studio Nusantara   *Jul. 2025 – Sep. 2025*
An Indonesian creative studio specializing in interactive technology development, including game design and immersive digital media.
- Learned to create a Game Design Document and successfully prototyped my first game called "Project Sandikala" within a limited timeframe.

Trainee / Freelancer – Subbox.id   *Feb. 2024 – Aug. 2024*
An organization that services caption making for another creator in many other fields, primarily in the Technologies field.
- Create transcripts and captions for videos on YouTube or videos that have not been uploaded (Confidential Video) to match the Indonesian language and grammar or requested language style.

PROJECT

Accenprove – Digital Reporting Platform – Project Manager   *Dec. 2025*
A web-based digital reporting platform featuring a secure Role-Based Access Control (RBAC) system, part of Asah's program capstone project.
- Led a cross-functional team of 5 to develop a secure, web-based platform for digitizing official reports.
- Developed an automated document generation, allowing users to export standardized official reports (Berita Acara), and maintaining a transparent audit trail.

BlinkSafe – Wearable Micro-sleep Detector – Project Manager   *Sep. 2025*
An IoT-based wearable device awarded 3rd Winner in the PKM-KC competition at Udayana University, developed to mitigate road accidents through real-time physiological monitoring.
- Engineered a responsive detection system using integrated Infrared and Gyroscope sensors to monitor eyelid movement and head posture for early micro-sleep symptoms.

Project Sandikala – Game Prototype   *Sep. 2025*
An exponentially progressive survival-roguelike game prototype developed during an intensive internship at PT. inAReality Studio Nusantara.
- Engineered an exponentially scaling difficulty system, where enemy attributes and resource scarcity evolve dynamically based on survival time.
- Developed a comprehensive Game Design Document (GDD) and utilized Unity to implement core gameplay loops.

ACHIEVEMENT

Asah led by Dicoding in association with Accenture   *Jan. 2026*
- One of the Best Graduates at Front-End Web & Back-End with AI path.

Asah led by Dicoding in association with Accenture   *Jan. 2026*
- Best Capstone in my selected case.

PKM Competition 2025 Udayana University   *Sep. 2025*
- 3rd Winner of PKM-KC at PKM Competition 2025 Udayana University.

PKM Competition 2024 Udayana University   *Sep. 2024*
- 1st Winner of PKM-GFT at PKM Competition 2024 Udayana University.

Udayana Focus Competition and Charity (UFONITY) 2023   *Oct. 2023*
- Finalist in the Videography Competition Field at UFONITY 2023.