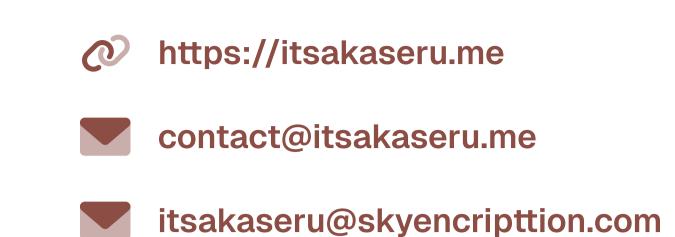


# Lemuel Lancaster

Itsakaseru, Remueru



# **About Me**

Hi! My name is Lemuel; you can also call me am a dedicated and curious individual with a strong passion for technology, particularly programming. enjoy exploring how code can solve realworld challenges, and I am always eager to contribute and grow in new areas of technology. While I consider myself a 'shy' individual, I am easygoing and can adapt to professional various social and environments.

# Education

#### Master of Computer Science

BINUS University | GPA: TBA Mar 2023 - 2025

#### **Bachelor of Computer Science**

Universitas Multimedia Nusantara | GPA: 3.72 2018 - July 2022

## High School (Science)

SMAK BPK Penabur Bandar Lampung 2015 - 2018

#### **Middle School**

SMP Tarakanita Citra Raya 2012 - 2015

### Skills

## **Programming Languages**

JavaScript, Typescript, HTML, CSS, SQL, C#

#### **Frameworks**

React, Next.JS, Express

#### Software

Unity, Godot, Figma, Photoshop, After Effects, Premiere Pro, DaVinci Resolve

#### **Database**

PostgreSQL, MySQL

# Experience

## Part Time - Student Laboratory Assistant

Universitas Multimedia Nusantara

Jan 2023

Oct 2022

- Support the delivery of hands-on laboratory sessions for the Computer Graphics & Animation course.
- Teaching, assisting students, and guiding practical exercises and projects.
- · Collaborate with instructors to ensure a smooth and engaging learning experience.

#### Part Time - Student Laboratory Assistant

Universitas Multimedia Nusantara

Jan 2022

Aug 2021

- Support the delivery of hands-on laboratory sessions for the Computer Graphics & Animation and Mobile Application Programming courses.
- Teaching, assisting students, and guiding practical exercises and projects.
- Collaborate with instructors to ensure a smooth and engaging learning experience.

#### Internship - Web Developer

Jul - Dec

2021

PT. Mahakarya Sukses Indonesia

- Developed a Human Resource Management (HRM) platform.
- Work with modern JavaScript stack, including Next.js, Typescript, Express, Prisma, Tailwind CSS and Framer Motion.
- · My role involves both front-end and back-end development, ensuring smooth integration between the two while implementing dynamic features and polished UI.

#### **Others**

Present Founder Sep 2014 SkyEncripttion

Operating under the personal brand, SkyEncripttion initially started as a small YouTube channel dedicated to sharing entertaining gaming videos. Over time, the focus has shifted towards game development, with a current project aimed at creating a game that combines entertainment with practical benefits--specifically to help users improve their typing speed. Through this journey, I'm responsible for all aspects of development, from concept and design to coding and marketing, while building a community around gaming and educational content.

Nov Speaker

10th International HCI and UX Conference Indonesia (CHIuXiD) 2024 I had the opportunity to present my graduate thesis at this conference, where I discussed the development

of onKeys, a typing rhythm game designed to enhance typing speed and accuracy. The presentation covered the game's design process, its impact on users' typing speed and accuracy, and the potential as an application of gamification in improving typing skills.

2020 Instructor 2019

Game Development Club - Universitas Multimedia Nusantara

taught and assisted club members in creating and developing their own game projects. I provided guidance on game design, coding techniques and project management, helping students build their skills while bringing their ideas to life. My role involved promoting a collaborative environment, offering technical support and mentoring members through various stages of their game development process.

Sep **Event Documenter** 2020 Game Development Club Game Expo (G2X) - Universitas Multimedia Nusantara

As an Event Documenter, I collaborated with a team to capture and document the event, ensuring key moments were preserved for future reference. In addition to my documentation role, I worked as a video editor, using motion graphics to create engaging videos for the events.

