

Naufal Maulana Ichlas

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A goal-oriented Computer Science undergraduate with a strong foundation in human resource development and project management. Aspiring Domain Expert passionate about product strategy, user-centric problem solving, and bridging technical execution with business value through meaningful projects.

EDUCATION

BINUS UNIVERSITY

Bachelor of Computer Science, majoring in Computer Science

Sep 2024 – Present

SMAS CENDANA MANDAU

Jul 2021 – Apr 2024

ORGANIZATIONAL EXPERIENCE

BINA NUSANTARA COMPUTER CLUB (BNCC)

Human Resource Development (HRD) Staff

Sep 2025 – Present

- Planned, organized, and managed programs designed to develop soft skills and foster a strong sense of community among internal members.
- Seleksi Calon Aktavis (Selcavis) – Project Leader:** Managed the complete lifecycle of the activist recruitment process, overseeing the entire event timeline and coordinating large-scale candidate communications.
 - Directed strategic information dissemination via the official Discord community and orchestrated interview scheduling by aligning board member availability with candidate slots to ensure a seamless selection experience.
- Training and Development (TnD) Git – Project Leader:** Spearheaded the full execution of the 'TnD Git' program aimed at upskilling organization activists.
 - Directed the overall event strategy and developed comprehensive training modules covering essential Git fundamentals (branching, merging, and integration) to successfully equip members with practical technical competency.

Human Resource Development (HRD) Activist

Dec 2024 – Aug 2025

- Training and Development (TnD) Figma – Module Creator:** Authored and designed a comprehensive learning module to equip organization activists with fundamental UI/UX design skills, serving as an essential guide before the main training sessions.
- TnD AI Prompting – Module Creator:** Developed an introductory module focused on effective AI prompting techniques, empowering members to leverage AI tools to optimize their workflow and problem-solving capabilities.

Technoscape 2026

Feb 2026 – Jun 2026

- Hackathon – Event Division - Stage Manager:** Coordinated pre-event outreach for a hackathon held on June 12–14 at Hotel Neo Tendean, Jakarta, including listing, contacting, and following up with potential judges and mentors. During the event, managed on-stage technical and operational flow, ensured the program followed the rundown, coordinated stage participants, monitored timing and sequence, and communicated closely with the technical team to maintain smooth event execution.
- Hackathon – Event Division - Floor Manager:** Oversaw the overall event floor operations during the hackathon, including managing participant and guest movement, monitoring venue flow, responding to on-site issues, and ensuring coordination between the stage, committee members, and technical team. Supported real-time problem solving to maintain event order, audience experience, and operational smoothness throughout the program.
- Workshop – Event Division:** Developed and prepared pre-event requirements for a workshop event themed “Fintech Data Analytics & Business Intelligence.”

JOLLYBEE BINUS

Jollybasic 2025

Feb 2025 – Jul 2025

- I actively participated in the Jollybee Basic Training and learned about Competitive Programming using C++

PALANG MERAH REMAJA (PMR)

Vice Head of Community Service

Jul 2022 – Apr 2024

- Assisted in leading and organizing community service activities, including direct fieldwork to provide aid and support.
- Managed teams in coordinating humanitarian projects, ensuring the well-being of communities through hands-on participation in emergency response and health programs.

PROJECTS

Personal Portfolio (website): naufalmaulana.com

Apr 2026

Web Design & Development Site: naufalstudio.com

June 2026

Lock-In – Software Engineering Project

Even Semester 2026

FinSet – Software Architecture Project

Even Semester 2026

WSpeedrun API– Software Architecture Project Lab

Even Semester 2026

<i>NoteNook – Mobile Hybrid Solutions Project</i>	<i>Even Semester 2026</i>
<i>Genshin Import – Mobile Hybrid Solutions Project Lab</i>	<i>Even Semester 2026</i>
<i>Christian Wijaya – Human Computer Interaction Project</i>	<i>Even Semester 2025</i>
<i>AdsHub – Human Computer Interaction Project Lab</i>	<i>Even Semester 2025</i>
<i>Giby – Creativity and Inovation Project</i>	<i>Even Semester 2025</i>

VOLUNTEER

<i>Peduly.com - Volunteer</i>	<i>Feb 2026 – Mar 2026</i>
- Actively participated in community outreach initiative by collaborating with a team to prepare and distribute fast-breaking meals (takjil) for an orphanage - Engaged directly with the children during the event, demonstrating strong empathy, teamwork, and a commitment to fostering a supportive and caring community environment.	

ACHIEVEMENTS

<i>Top 3 Winners of OSN Informatics at Bengkalis Regency Level</i>	<i>Feb 2026 – Mar 2026</i>
- Selected as one of five students to represent the school at the District-level Informatics Olympiad (OSN Informatika) - Provincial level OSN Informatics participant	

ADDITIONAL

Hard Skills: Product Strategy, Project & Event Management, Market & Risk Analysis, UI/UX Fundamentals (Figma), Mobile Development (Flutter), Programming (C, Java, Python), Frontend Development (HTML, CSS, JS).

Soft Skills: Leadership, Problem-Solving and Critical Thinking, Communication and Collaboration, Adaptability and Resilience

Languages: Bahasa Indonesia (Native), English (Intermediate)