

Hendra Manudinata

Surabaya, Indonesia

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SUMMARY

Undergraduate student majoring in Information Technology at Institut Teknologi Sepuluh Nopember (ITS). Creates innovative solutions with technology to solve real-world problems. Currently diving deeper into robotics and cyber security, honing skills in efficient programming technique, autonomous system, and security research.

EDUCATION

Institut Teknologi Sepuluh Nopember (ITS) <i>Information Technology</i>	Surabaya, Indonesia <i>August 2025 – Present</i>
SMA Negeri 1 Boyolangu <i>MIPA(Grade: 90.6)</i>	Tulungagung, Indonesia <i>July 2022 – May 2025</i>

PROFESSIONAL EXPERIENCE

IRIS ITS <i>Programmer / Research Assistant</i>	Robotics Center, ITS Campus, Surabaya <i>December 2025 – Present</i>
<ul style="list-style-type: none">Developed object tracking software with image processing technique using OpenCVUtilizing various approach to accurately measure an object distance in real-life based on camera imageDeveloping Neural Network system to predict the next robot's decisionCreated autonomous robot system & nodes using ROS 2 "Humble" frameworkBuilt robot monitoring website to control & analyze robot's movement & command using Vue.js, Express.js, and ROSBridge	
Enpitsu CBT <i>DevOps Engineer</i>	Bekasi, East Java <i>January 2024 – Present</i>
<ul style="list-style-type: none">Developed Enpitsu, a Computer Based Test (CBT) application tailored for school requirementsOptimized software design to improve application performance by 25%Configured and maintained Virtual Private Server (VPS) using Docker, Docker Compose, and NGINX for optimal deploymentAutomated application updates via Docker images, reducing deployment time by 30%	
NATVPS.id <i>Writer</i>	Jakarta <i>May 2022 – Present</i>
<ul style="list-style-type: none">Authored technical articles on server management, DevOps, and optimization tutorialsAssisted the community and VPS users in learning best practices for server administration	

PROJECTS

ROAbsen - Robotika Smaboy Attendance Machine	<i>January 2024</i>
Card-based attendance machine, created for SMAN 1 Boyolangu's robotics club. It utilizes ESP32 with RFID sensor & built-in Wi-Fi as client machine, and a REST API made with Flask as server endpoint to accept and process the submitted card. The parsed data is the card's Unique Identification (UID) as well as attendance time. It provides an authentication mechanism as well as automatic data export to Google Spreadsheets.	
JadwalV2	<i>October 2024</i>
SMAN 1 Boyolangu's schedule site for all grades (X, XI, and XII). Designed to help students see their class schedules easier by providing web UI for student and automated data import mechanism for admin to set new schedules. JadwalV2 also provides automatic WhatsApp bot notifications, ran daily to notify students about their upcoming class schedule.	
Link: https://jadwal.sman1boyolangu.sch.id	

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript

Robotics & Embedded Systems: ROS 2, OpenCV, ESP32, Arduino

Android Development: Linux Kernel, Makefile, AOSP / LineageOS

Backend & Web: Flask, FastAPI, Bootstrap 5, shadcn/ui

DevOps & Tools: Docker, Docker Compose, NGINX, Jenkins, Git, Gerrit Code Review, VS Code

ORGANIZATIONS & VOLUNTEER

UKM Cyber Security ITS

Member

Surabaya, Indonesia

September 2025 – Present

- Participated in several Capture the Flag competitions.
- Engaged with the community and shared new knowledge with other members.

A Renewable Agent (ARA) 7.0

Backend Developer

Surabaya, Indonesia

September 2025 – Present

- Developed a website to serve as the main platform for the ARA 7.0 event series using Go, Gin, and GORM.
- Designed core website structure including database, request handling, middlewares, and authentication for smooth operation and secure user access
- Collaborated across staff and divisions to reach consensus on website development
- Worked together on codebase using Git, GitHub, and ticketing system

Ini Lho ITS! 2026

Backend Developer

Surabaya, Indonesia

September 2025 – Present

- Developed a website to serve as the main platform for the Ini Lho ITS! 2026 event series using Go, Gin, and GORM.
- Designed core website structure including database, request handling, middlewares, and authentication for smooth operation and secure user access
- Collaborated across staff and divisions to reach consensus on website development
- Worked together on codebase using Git, GitHub, and ticketing system

HONORS & AWARDS

2nd Winner (Runner-up) of OlimpiT - A Renewable Agent 6.0

Issued by: Himpunan Mahasiswa Teknologi Informasi (HMIT) ITS

January 2025

Cybersecurity & IoT competition involving real-world IoT project design.

Semifinalist of Business Plan Competition - BRAND UI

Issued by: Himpunan Mahasiswa Administrasi Niaga FIA UI

October 2023

Developed "AjarinAku," a proposal for a tech-integrated education mentorship service.