

STEVEN JONATHAN

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NETWORKING ENGINEER | CYBERSECURITY ANALYST | SOFTWARE DEVELOPER

Fourth-year Informatics student at Universitas Multimedia Nusantara with a strong focus on cybersecurity, networking, and software development. Actively involved in building simulated infrastructures, managing Linux based systems and configuring networks. In parallel, I also contribute to fullstack web development and software development projects. Passionate about designing secure and scalable systems, and always eager to learn and grow through real-world problem solving and collaboration.

EDUCATION

Universitas Multimedia Nusantara
Bachelor of Informatics Engineering

Aug 2023 - Jun 2027
GPA: 3.82/4.00

SKILLS

Languages & Framework	JavaScript (React, Vue, Inertia), PHP (Laravel), Python, MySQL
Tools & Platform	Linux (Fedora, Ubuntu, RHEL), Git, TailwindCSS, GSAP
Networking	VLAN, Cisco ASA, FortiGate, Network Topology, Firewall Config
Languages	Bahasa Indonesia (Native), English (Professional), Mandarin (Elementary)

WORK EXPERIENCE

Network Engineer Intern
PT. RJGF International Indonesia

Feb 2026 - Present

- Support quotation preparation and recommend suitable products based on customer requirements.
- Help troubleshoot basic to intermediate network issues (on-site and remote), including deployment, configuration, and testing under supervision.
- Assist in designing simple network topologies and preparing documentation (topology, BoQ, proposals).
- Follow up with customers and partners for project updates and technical requirement clarifications, and support sales/solution engineers with presentations, reports, and training materials.

ORGANIZATIONAL EXPERIENCE

Head of Technical / Blue Team
UMN Cybersecurity Communities

Mar 2025 - Present

- Designed and implemented the network topology for the community's cybersecurity lab, simulating real-world attack and defense environments.
- Configured secure wireless connections and ensured stable network segmentation for attacker and defender nodes.
- Installed and maintained various operating systems (Fedora, Kali Linux, Ubuntu, RHEL, Windows) to support lab operations.
- Participated in Capture the Flag (CTF) competitions, focusing on defensive tactics and system hardening.
- Provided technical guidance and training for new members in system setup, blue team methodologies, and operational security.

Research and Development Member
HMIF UMN XV

Dec 2024 - Dec 2025

- Conducted research to support the planning and execution of key work programs.
- Served as Person in Charge (PIC) for company visits, actively reaching out to potential partner companies and managing communication.

- Assisted in preparing technical equipment such as mixers, projectors, and audio systems prior to internal meetings and events.
- Collaborated with fellow R&D members to evaluate and improve organizational initiatives through data-driven insights.

Web Coordinator

Apr 2025 - Nov 2025

BYTE 2025

- Coordinated and led the web development team for BYTE 2025, working closely with the visual design and publication divisions.
- Developed a comprehensive event management system using Laravel and Vue.js, including secure authentication for both users and committee members.
- Played a key role in leading and shaping the UI/UX design process to ensure a user-friendly and visually consistent interface.

Frontend Developer

Mar 2025 - Nov 2025

UMN Festival 2025

- Contributed to both frontend and backend development of the UMN Festival 2025 web platform.
- Developed dynamic user interfaces using React and Inertia.js for a seamless and responsive user experience.
- Collaborated on backend development using Laravel, focusing on routing, controller logic, and database integration.
- Worked closely with the design and content teams to ensure smooth integration of visuals and data workflows.

Frontend Developer

Aug 2024 - Nov 2024

Infinite 2024

- Developed a responsive page website using React for Infinite 2024.
- Ensured clean code structure and component reusability for maintainability.
- Collaborated with the design team to implement UI elements according to event branding guidelines.

PROJECTS

Keylogger

Python, winreg, pynput, PyInstaller

Source Code: github.com/stevjoo/keylogger

- Developed a lightweight keylogger in Python utilizing the pynput library for real-time input capture.
- Implemented automated system persistence by programmatically modifying the Windows Registry (CurrentVersion\Run) via the winreg module.
- Designed a dual-filename deployment strategy (services32.py) to demonstrate the risks of relying solely on superficial process names during security triage.
- Packaged the script into a standalone, windowless executable using PyInstaller (-noconsole) to simulate background execution behaviors for security awareness training.

LOLBin-Watcher

Rust, Windows AP, sysinfo

Source Code: github.com/stevjoo/lolbin-watcher

- Developed a lightweight Windows endpoint detection tool using Rust.
- Implemented process monitoring and behavioral detection for suspicious execution patterns.
- Detected common Living-off-the-Land binaries (LOLBins) and executions from user-writable paths.
- Generated structured JSON logs for SOC-style analysis and incident triage.

BYTE 2025 Website

Laravel, Inertia, Vue

Website: byteumn.com

- Developed and maintained the official website for BYTE 2025 using Laravel with Inertia.js and Vue.
- Implemented role-based authentication and secure access for committee and administrative users.
- Coordinated closely with design and publication teams to ensure visual consistency and usability.
- Optimized UI components for performance and responsiveness.

UMN Festival 2025 Website

Laravel, Inertia, React

Website: umnfestival.com

- Contributed to the development of the official UMN Festival 2025 website as part of the web development team.
- Built dynamic and interactive user interfaces using React and Inertia.js for seamless client-side navigation.
- Ensured responsive design and smooth user experience across multiple devices.

Air Quality Forecasting System (ISPU DKI Jakarta)

Python, Pandas, LightGBM, TensorFlow, Scikit-Learn

Source Code: github.com/stevjoo/jakarta-air-quality-forecasting

- Developed a multi-station air quality index (ISPU) predictive model for 5 key locations in DKI Jakarta, analyzing pollutant data spanning from 2010 to 2025.
- Designed a robust data preprocessing pipeline, merging multi-format data sources (CSV/XLSX), normalizing varying station identifier formats, and implementing location-aware rolling-mean imputation to handle sparse numeric attributes.
- Engineered dynamic temporal features including daily lags (up to 7 days), 7-day rolling statistics (mean and standard deviation), first-order differences, and calendar attributes to capture pollutant behavior.
- Built and evaluated optimized LightGBM regression models utilizing hyperparameter tuning via GridSearchCV and TimeSeriesSplit to forecast concentration levels for target pollutants ($PM_{2.5}$, PM_{10} , SO_2 , CO , O_3 , NO_2).
- Implemented deep learning time-series architectures using Sequential LSTM models inside TensorFlow, incorporating EarlyStopping algorithms to minimize validation loss and prevent overfitting during multi-day forecast training.

GluCare Mobile Application

Kotlin, Firebase, TensorFlow Lite

Source Code: github.com/stevjoo/glucare

- Developed an Android-based mobile application using Kotlin focused on healthcare assistance.
- Implemented Google Login authentication and Firebase services for user management and data storage.
- Integrated a Machine Learning model using TensorFlow Lite (TFLite) to detect and classify different types of wounds.
- Designed end-to-end data flow between mobile application, ML inference, and backend services.

Arusta Website

Laravel, TailwindCSS

Source Code: github.com/stevjoo/arusta-web

- Developed a web-based service platform for a UMKM photography business using Laravel and TailwindCSS.
- Implemented a clean and responsive user interface to allow users to browse and order photography services.
- Built backend functionality to handle service listings and order submissions.

Infinite 2024 Website

Laravel, Inertia, React, Bun

Source Code: github.com/JSenpa1/infinite24-web

- Developed a modern and responsive event website for Infinite 2024 using Laravel with Inertia.js and React.
- Implemented clean component-based architecture to ensure maintainability and scalability of the frontend.
- Utilized Bun as the JavaScript runtime to optimize development speed and dependency management.

COMPETITIONS

Arkavidia 9.0 - Capture The Flag (CTF)

Participant

- Participated in a national-level Capture The Flag (CTF) competition focusing on cybersecurity challenges.
- Solved various categories including Web Exploitation, Cryptography, Reverse Engineering, and Forensics.
- Applied practical knowledge of Linux systems, networking concepts, and security analysis to identify and exploit vulnerabilities.
- Collaborated within a team environment to analyze attack vectors, share findings, and develop effective solutions under time constraints.
- Strengthened problem-solving skills, analytical thinking, and hands-on experience in real-world cybersecurity scenarios.
- Certificate: [View Certificate](#)