

BRENADA VERY SCYKIORIA

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SUMMARY

Educational Technology graduate with expertise in digital media development, graphic design, and video production. Skilled in creating interactive learning media and content creation, with proven achievements in national competitions and collaborative projects. Strong communication skills, adaptable, and able to work independently or in a team under pressure.

EDUCATION

GANESHA UNIVERSITY OF EDUCATION

(2021 - 2025)

Bachelor of Education in Educational Technology – GPA 3.91/4.00

WORK & PROJECT EXPERIENCE

Freelance Project

Educational & Creative Media Development

(June 2023- Now)

- Developed various digital learning media such as animated videos, interactive e-modules, e-books, and websites.
- Edited promotional videos, photos, and graphic materials for diverse projects.
- Completed projects both independently and collaboratively.
- Collaborated with lecturers and practitioners in the field of Educational Technology.

Sunshine Learning Center

Game Developer and Web Specialist

(27 August 2024- 20 December 2024)

- Developed 3+ coding-based educational games in English.
- Launched the Sunshine Learning Center website (<https://sunshinelearningcenter77x.com/>) to support learning and promotion.
- Trained 20 teachers to enhance educational technology skills.

Teaching Assistance SMP Negeri 1 Sukasada

Treasurer

(February 2024 – June 2024)

- Initiated and managed 2 technology-based teacher training sessions to improve classroom teaching effectiveness.
- Created the game “Wanusa” for 8th-grade students, boosting learning motivation. (<https://juicestore.itch.io/wanusa>)
- Conducted learning needs analysis for 30 students and designed appropriate learning media to support improved learning outcomes.

Independent Study Program SD Mutiara dan SD 4 Tamblang

Team Leader

(September 2023 – January 2024)

- Led a 5-member team to design and develop 2 educational products: an e-book and an anti-bullying flyer.
- Coordinated directly with two schools for implementation and testing of the learning products.
- Team project was selected for display at the FIP Expo and awarded an Intellectual Property Rights (IPR) certificate as official recognition.

ACHIEVEMENTS

- **1st Place**, PKM-RSH, Ganesha University of Education, 2024
- **3rd Place**, Digital Learning Media Competition, University of Jember, 2024
- **2nd Runner-up**, National Digital Poster Competition, Institute of Technology and Health Bali, 2024
- **Top 5 Finalist**, History Learning Media Competition, Universitas Negeri Semarang, 2023
- **Outstanding Student Award**, Ganesha University of Education, 2023
- **3rd Place**, Digital Poster Competition, Universitas Andalas, 2023
- **1st Place**, Infographic Design Competition, BEM IKIP PGRI Bojonegoro, 2023
- **1st Place**, Creative Video Competition on Harmony and Environment, Eco Bhinneka, 2023
- **1st Place**, IT-Based Learning Innovation Competition, Universitas Negeri Makassar, 2023
- **2nd Place**, Digital Poster Design Competition, Eco Bhinneka, 2022

ORGANIZATIONAL EXPERIENCE

HMJ IPPB Student Welfare Division

(March 2022 – April 2023)

- Secured 5 sponsorships that covered 70% of student event funding needs.
- Addressed 30+ student concerns regarding learning facilities, resulting in improved discussion spaces.
- Executed 2 welfare programs based on surveys with participation from 80+ students.

Secretariat Coordinator

(June 2022- 24 July 2022)

- Managed 100+ event documents and distributed certificates to 50+ participants with 100% accuracy.
- Designed 5 visual materials (banners, name tags, certificates) and organized schedules for 10 team members.
- Ensured smooth administrative operations during a 3-day event with zero documentation issues.

Publication and Documentation Coordinator

(January 2023- 22 February 2023)

- Increased social media reach to 3,000+ accounts through Instagram.
- Produced 2 promotional videos and 1 after-movie with a total of 5,000+ views.
- Led a 6-member team to document and distribute event content in real-time.

SKILLS

- **Hard Skill**

Graphic Design, Digital Content & Social Media Management, Interactive Learning Media Development, Basic Administrative Management

- **Soft Skill**

Needs Analysis & Problem Solving, Verbal & Written Communication, Presentation & Public Speaking, Time Management, Creativity, Adaptability, Collaboration, Analytical Thinking, Technology Literacy, Presentation Skills, Independent Learning

- **Software Skill**

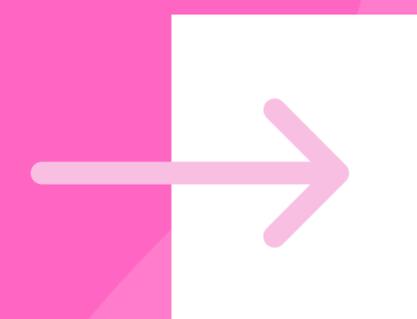
Microsoft Office (Word, Excel, PowerPoint), Google Workspace (Docs, Sheets, Slides, Drive), Canva, Capcut, Visual Studio Code.

• Creative

Portfolio.

By Brenada Very Scykioria

Dari ide ke karya, dari visual jadi cerita.



Daftar Konten

Dalam portofolio ini, saya menampilkan hasil karya mulai dari **desain grafis**, **video kreatif**, hingga **pengembangan game** dan **website**. Semua konten adalah cerminan dari ide, kreativitas, dan semangat saya dalam dunia digital.



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Portofolio



Tentang Saya Perkenalan

Saya Brenada, kreator digital dengan pengalaman di desain, fotografi, videografi, hingga game development. Karya saya telah digunakan untuk promosi, pembelajaran, serta meraih penghargaan nasional di bidang desain dan media kreatif.

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Software Skill



Portofolio Penghargaan

Portofolio.



- Juara 1 PKM-RSH, Universitas Pendidikan Ganesha, 2024
- Juara 3 Lomba Media Pembelajaran Digital, Universitas Jember, 2024
- Juara Harapan II Lomba Poster Digital Tingkat Nasional, Institut Teknologi dan Kesehatan Bali, 2024
- Finalis 5 besar Lomba Media Pembelajaran Sejarah, Universitas Negeri Semarang, 2023
- Mahasiswa Berprestasi, Universitas Pendidikan Ganesha, 2023
- Juara 3 Lomba Poster Digital, Universitas Andalas, 2023
- Juara 1 Lomba Infografis, BEM IKIP PGRI Bojonegoro, 2023
- Juara 1 Lomba Vidio Kreatif Kerukunan dan Lingkungan, Eco Bhinneka, 2023
- Juara 1 Lomba Inovasi Pembelajaran Berbasis IT, Universitas Negeri Makassar, 2023
- Juara 2 Desain Poster Digital, Eco Bhinneka, 2022

Portofolio.



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Tentang Sebuah Karya

Karya ini adalah refleksi dari perjalanan saya sebagai kreator digital, bagaimana ide sederhana bisa berubah menjadi karya yang bermanfaat dan inspiratif.

@bbrenadaavery

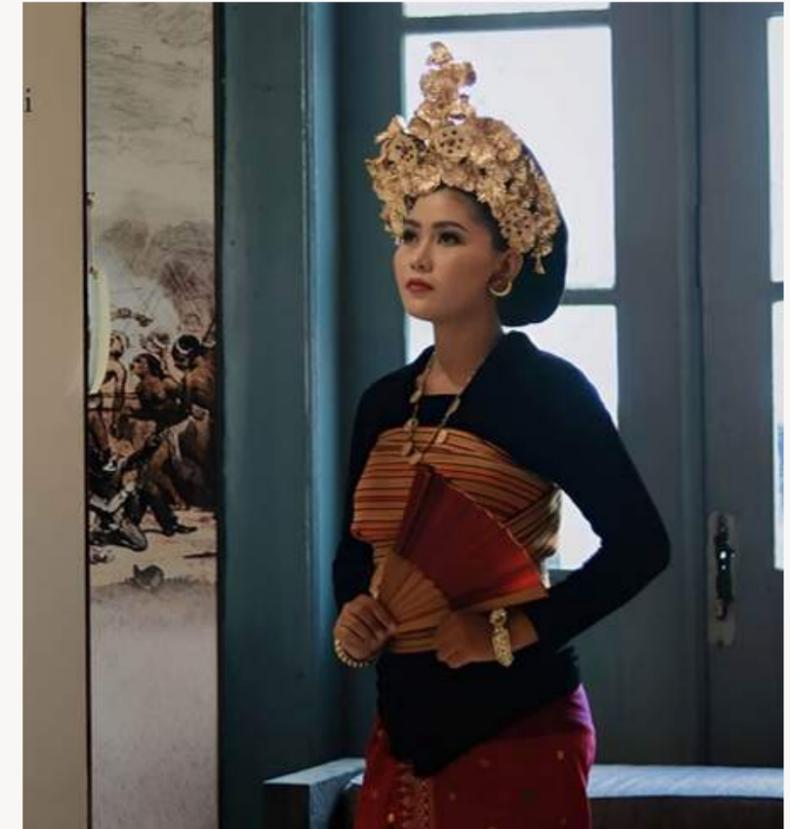
Portofolio

Portofolio fotografi.

Saya berpengalaman dalam fotografi, baik untuk dokumentasi kegiatan organisasi, event, maupun kebutuhan konten kreatif lainnya. Menguasai dasar komposisi, pencahayaan, dan editing sehingga mampu menghasilkan foto yang tidak hanya menarik secara visual, tetapi juga mampu menyampaikan cerita dan pesan di balik setiap momen.



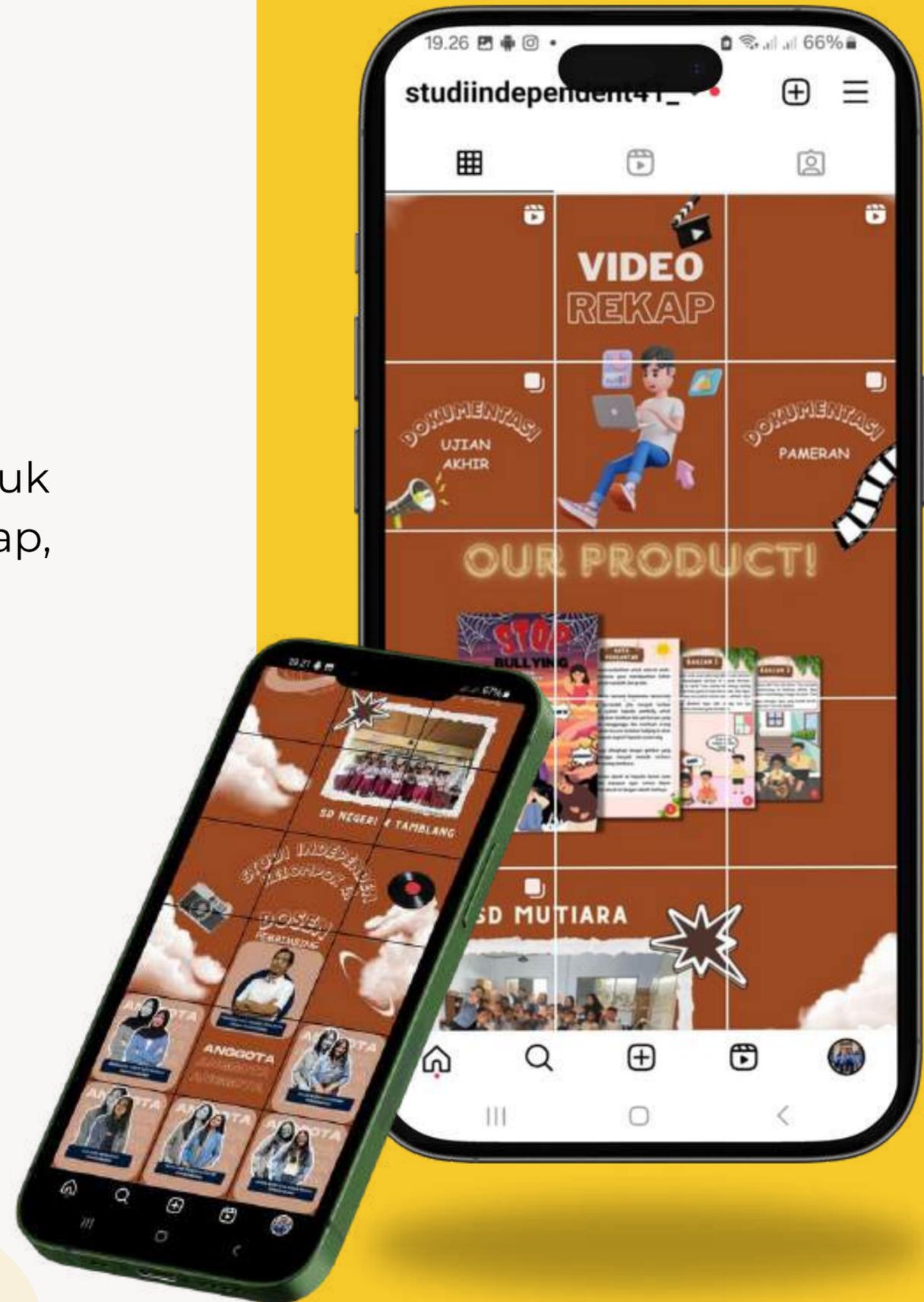
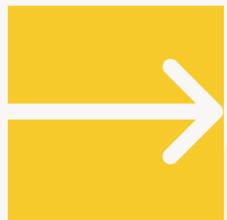
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Portofolio Sosial Media Content

01. Membuat dan mengelola konten Instagram untuk Kegiatan Studi Independen, termasuk video recap, desain produk, dan posting interaktif.

02. Produk lolos kurasi Expo FIP dan memperoleh sertifikat HKI (Hak Kekayaan Intelektual)

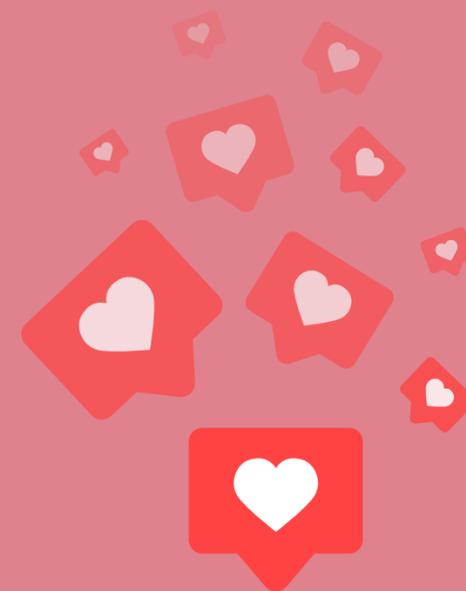


Ortofoto



Social Media Management:

- Mengelola media sosial organisasi dengan mendesain dan mengunggah konten kegiatan serta peringatan hari besar.
- Merancang desain kreatif untuk meningkatkan engagement dan menjaga konsistensi posting.
- Bertanggung jawab penuh mulai dari ide, desain, hingga publikasi.



Website Design

- Mengembangkan 3+ game pembelajaran berbasis coding dalam bahasa Inggris, meningkatkan keterlibatan siswa hingga 30%.



- Meluncurkan website Sunshine Learning Center yang mendukung pembelajaran dan promosi, dengan peningkatan traffic pengunjung sebesar 25%.



<https://sunshinelearningcenter77x.com/>



JUARA 1 VIDIO PENDEK

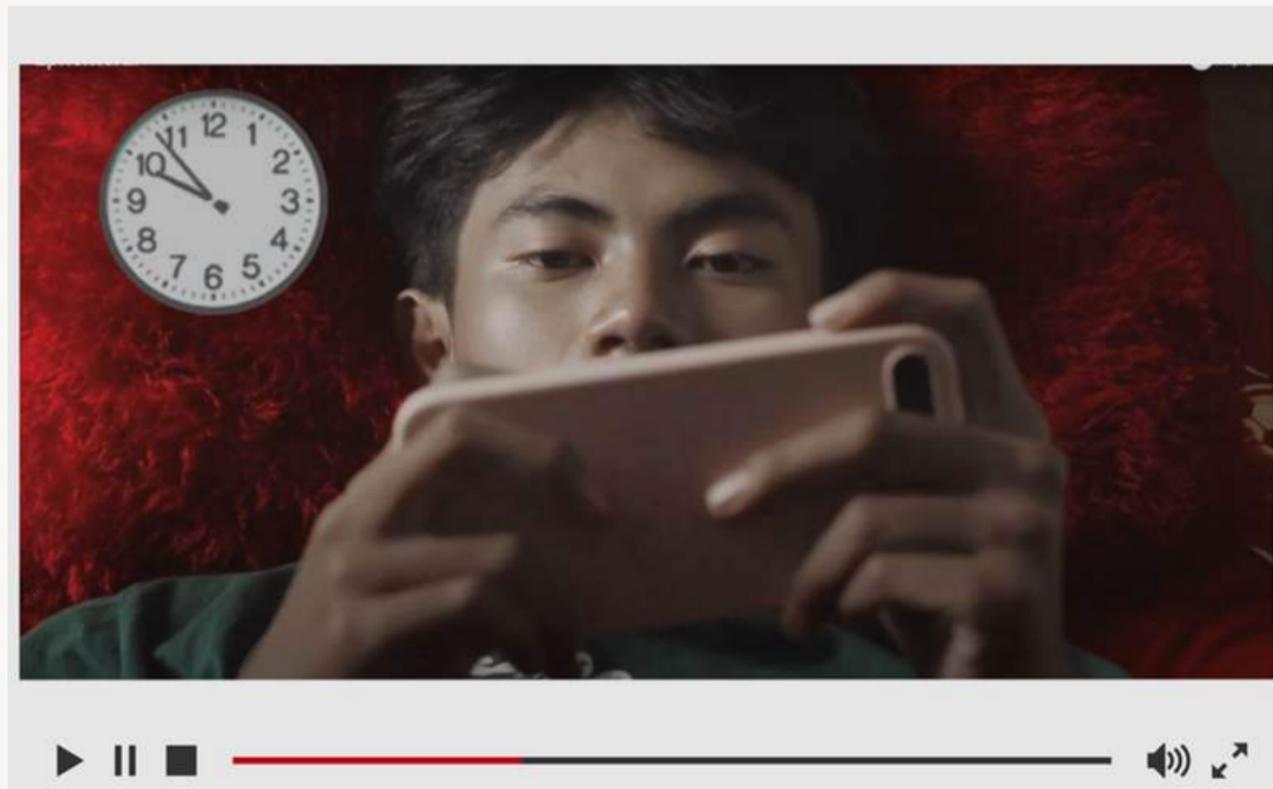
"Harmoni", sebuah karya video yang saya hasilkan, mengisahkan tentang toleransi antar umat beragama, khususnya di Bali. Karya ini bahkan berhasil meraih penghargaan juara pertama.

SHORT MOVIE

"Titik Awal dan Akhir" merupakan sebuah film pendek yang saya sutradarai. Film pendek ini menjadi bagian dari proyek akhir mata kuliah video/TV pembelajaran. Hasil dari film pendek ini memperoleh nilai A dan saya berhasil lulus dalam mata kuliah tersebut.

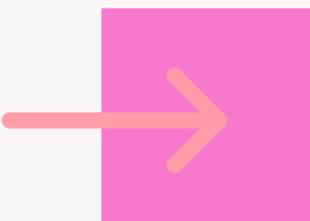


Videografi



5 BESAR VIDIO PENDEK

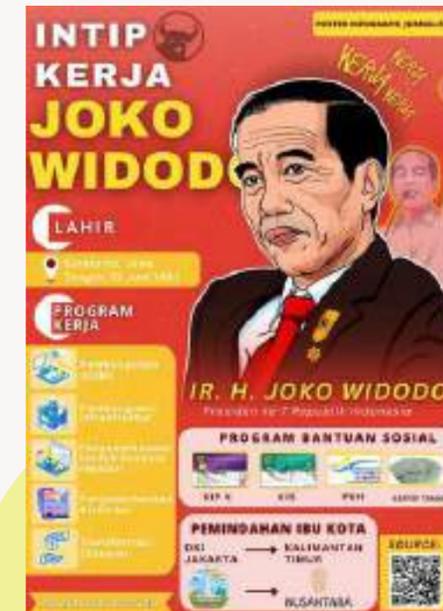
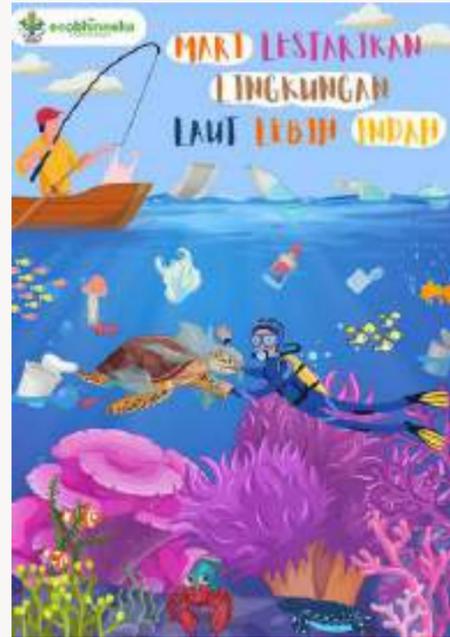
"Ephemeral" adalah sebuah film pendek yang saya sutradarai, mengisahkan tentang seorang lelaki yang terjebak dalam dampak negatif media sosial. Dengan cerita yang saya ciptakan, film ini berhasil masuk dalam lima besar karya terbaik.



Desain Poster.

Mampu merancang poster dengan perpaduan warna, tipografi, dan elemen grafis yang tepat, sehingga pesan dapat tersampaikan dengan kuat dan mudah dipahami.

Portfolio →





**TERIMA
KASIH**

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kita wujudkan ide jadi karya visual yang berkesan. Mari mulai perjalanan kreatif, tempat seni bertemu dengan tujuan, dan imajinasi bebas tanpa batas.

Dari ide ke karya, dari visual jadi cerita.