MUHAMMAD ISMATULLAH FURQON

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Lamongan, Indonesia

I am an active Informatics Engineering student at Universitas Negeri Surabaya with a strong interest in UI/UX Design and Front-End Development. I have skills in various programming languages such as Python and C++. I am always eager to take on new challenges and contribute to innovative projects.

# Project Experience

**Universitas Negeri Surabaya - Surabaya, Indonesia** Feb 2024 - Apr 2024

*Front-End Developer*

 Designing and implementing visually appealing and user-friendly interfaces.

 Communicate effectively with the backend team to integrate the UI with backend functionality.  Assisting in creating user documentation that explains how to use the application's interface.

**Universitas Negeri Surabaya - Surabaya, Indonesia** May 2024 - Jun 2024

*Coder and Development*

 Identify the goals and needs of the program to count the number of objects in the image.

 Choose the right image processing algorithm, such as thresholding, segmentation, morphology, and edge detection.  Write code for image processing programs, including preprocessing, segmentation, and object counting.

**Universitas Negeri Surabaya - Surabaya, Indonesia** May 2024 - Jun 2024

*Design Website*

 Collaborate with the team to gather feedback and refine designs.

 Customize the themes and templates provided by Wix according to project requirements.

 Designing the page layout in detail, including the header, footer, navigation, and main content.

# Education Level

**Univesitas Negeri Surabaya - Surabaya, Indonesia** Aug 2022 - Jul 2026 (Expected)

*Undergraduate in Informatics Engineering, 3.69/4.00*

# Organisational Experience

**IT Sport - Surabaya, Indonesia** Oct 2023

*Public Relation*

 Developing a promotion strategy to increase public awareness of the IT Sport event.

 Compiling progress reports to sponsors and ensuring they receive value from their investment.

 Disseminating news and updates about the event to the general public through various communication channels.

**Pahala Cup - Lamongan, Indonesia** Jan 2024

*Event Committe*

 Participate in planning meetings, provide input, and carry out tasks assigned by the event coordinator.

 Addressing any issues or obstacles that may arise during the event and handling them quickly and efficiently.

 Compiling an evaluation report to assess the success of the event and identify areas for improvement in the future

# Skills, Webinasr, Projects & Bootcamp

 **Soft Skills**: Teamwork, Communication, Adaptability, Problem-Solving, Time Management, Creativity, Interpersonal

 **Hard Skills**: Microsoft Office (Word, PowerPoint, Excel), Program Language (Python, C++), Design (Figma, Wix)

 **Webinars Attended** (2022): Badan Eksekutif Mahasiswa Unesa

 **Projects** (2024): UrMoney App, Web Design, Object Count Calculation Program

 **Bootcamp** (2024): Myskill (UI/UX Design, Software Engineering)