

# ADITYA FADHILLAH



## CONTACT DETAILS

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## PERSONAL INFORMATION

Age: 24

Family: Single

Citizenship: Indonesian, with  
Danish permanent residence  
permit

Languages: English, Danish,  
Indonesian

## HARD SKILLS

- Programming: F#, C#, Python, Java
- Databases: MySQL, Azure
- Algorithms and software testing
- Cloud-based development
- UI/UX and interaction design
- MS Office, GitHub, HTML, CSS

## SOFT SKILLS

- Communication
- Collaboration
- Adaptability
- Problem-Solving

## PROFILE SUMMARY

I am a 24-year-old *Computer Science MSc student* at Copenhagen University. Passionate about software development, problem-solving, and innovative solutions. I have experience in software engineering, database management, and app development, with a strong motivation to improve user experiences through efficient IT solutions.

## EXPERIENCE

*Sales Assistant at COOP*

**Sep 2020 – Jan 2024**

◇ Developed strong customer service skills while assisting customers and handling daily sales operations.

*Tutor (Volunteer) Copenhagen University*

**Aug 2024**

◇ Helped introduce new students to university life by organizing social activities. Ensuring smooth integration into the student community.

## EDUCATION

*MSc in Computer Science, Copenhagen University*

**Sep 2024 – now**

◇ Currently pursuing a Master's degree in Computer Science with a focus on advanced algorithms, machine learning, and collaborative technologies.

*BSc in Computer Science, Copenhagen University*

**Sep 2021 – Jun 2024**

◇ Graduated with a Bachelor's degree in Computer Science, covering core areas such as Algorithms and Data Structures, Software Development, Database Systems, Computer Systems, Interaction Design, and Mathematical Analysis.

*STX, Nærum Gymnasium*

**Aug 2017 – Jun 2020**

◇ Specialized in *Mathematics, Physics, and Chemistry*. Developed a strong foundation in logical reasoning and scientific methods.

## PROJECTS

*NURSING HOME APP*

**BSc Project**

◇ Developed a *Task List Application for Nursing Home Caregivers* using *DCR Graphs*, combining cloud-based development, software engineering, and user experience design.

*PLAYLIST GENERATOR*

◇ Created a website that allows users to generate playlists from their music collection.

*GAME DEVELOPMENT*

◇ Developed classic arcade games such as Galaga and Space Invaders, as well as a digital-physical board game inspired by Monopoly.

## HOBBY

I enjoy playing board games with friends. In addition to game design, I also like developing simple applications to assist in daily life, such as an egg timer and a recipe holder for organizing my cooking routines.