AHMAD FADHIL AULIA FAISAL

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I graduated from Telkom University with a Bachelor's degree in Software Engineering in 2024, achieving a GPA of 3.49. I have a strong interest in UI/UX Design, Front-End Development, and Software Testing. Additionally, I have experience as a teaching assistant and lab assistant on several occasions. My internship experience as a UI Designer at the Master's Program in Administration and Business further enhanced my skills in user interface design. I also participated in the Talent Career Pathways (TanCaP) program organized by the Faculty of Informatics, where I studied the basics of DevOps and gained an understanding of cloud computing fundamentals. In addition, I successfully completed two training programs under the Digital Talent Scholarship from the Ministry of Communication and Information Technology (Kominfo), focusing on UI/UX Design and Mobile App Development with React Native.

Work Experiences

Informatics Laboratory Telkom University - Bandung, Indonesia | Feb 2024 - Jun 2024

Operating Systems practicum assistant

Assigned to practicum of Operating System

• Provide guidance to 30+ practicum students in the Operating System practicum course.

• Perform routine data entry tasks on student project grades.

Informatics Laboratory Telkom University - Bandung, Indonesia | Sep 2023 - Jan 2024

Operating Systems practicum assistant

Assigned to practicum of Operating System

• Provide guidance to 30+ practicum students in the Operating System practicum course.

• Perform routine data entry tasks on student project grades.

PT. Tabel Data Informatika - Bandung, Indonesia | Sep 2023 - Jan 2024

Platform DevOps Engineering

Developed expertise in DevOps through hands-on learning and application, including working on both study cases and real-world company projects. Gained a strong understanding of fundamental cloud computing concepts and applied this knowledge to solve complex challenges in a professional setting.

Telkom University - Bandung, Indonesia | Jul 2023 - Sep 2023

User Interface Designer

Create a UI Design for the Telkom University Master of Business Administration website

Informatics Laboratory Telkom University - Bandung, Indonesia | Feb 2023 - Jun 2023

Software Construction practicum assistant

Assigned to practicum of Software Construction

• Provide guidance to 30+ practicum students in the Software Construction practicum course.

• Perform routine data entry tasks on student project grades.

Informatics Laboratory Telkom University - Bandung, Indonesia | Feb 2023 - Jun 2023

Operating Systems practicum assistant

Assigned to practicum of Operating System

• Provide guidance to 30+ practicum students in the Operating System practicum course.

• Perform routine data entry tasks on student project grades.

Telkom University - **Bandung, Indonesia**   Sep 2022 - Jan 2023

Assistant lecturer in Introduction to Software Engineering Course

Assigned to Introduction to Software Engineering Course

• Provide feedback and guidance to 40+ students on Introduction to Software Engineering projects.

• Conducted research and development on the introduction to software engineering topics directed by the lecturer to improvise learning techniques.

• Part-timed as an assistant from September 2022 to January 2023.

Telkom University - **Bandung, Indonesia**   Sep 2022 - Jan 2023

Assistant lecturer in the Human Computer Interaction Course

Assigned to Human Computer Interaction Course

• Provide guidance to 40+ students on Introduction to Human Computer Interaction | UI/UX, Framework, GUI, WebUI, Etc.

• Part-timed as an assistant from September 2022 to January 2023.

Telkom University - **Bandung, Indonesia**   Feb 2022 - Jul 2022

Data Structures practicum assistant

Assigned to practicum of Data Structures

• Provide guidance to 30+ practicum students in the Data Structure practicum course.

• Perform routine data entry tasks on student project grades.

Telkom University - **Bandung, Indonesia**   Feb 2022 - Jul 2022

Assistant lecturer in the Software Process Course

Assigned to Software Process Course

• Provide guidance to 40+ students on Introduction to Software Process. | SCRUM, V-Model, Waterfall, RAD, Agile, Etc.

• Part-timed as an assistant from February 2022 to July 2022.

Education

Universitas Telkom - **Bandung, Indonesia**   Sep 2020 - Nov 2024

Bachelor Degree in Software Engineering, 3.49/4.00

- Lecture Assistant
- Lab Assistant
- Assistant Instructor of Community Service Programs

Training Scholarship and Volunteer Experiences

Mobile App Development with React Native FGA Digital Talent Scholarship 2024 - **Indonesia**   May 2024 - Jul 2024

Participant

- Learn the basics of React, including state and events, props and components, array methods, and setting up the React environment.
- Learn Core components of React Native, such as setting up the environment with Expo and developing User Interfaces with components.
- Learn Project development using APIs.
- Learn Navigation in React Native.
- Learn TypeScript.
- Created ToDo App for storing tasks.
- Created A Note App for taking notes.
- Created A Weather App that uses an API to display weather conditions based on the user's searched city.
- Created A Movie App that uses an API to display and search for movies. This was the final project required for course completion.

UI UX Designer FGA Digital Talent Scholarship 2024 - **Indonesia**   Feb 2024 - Mar 2024

Participant

- Chose User-Centered Design (UCD) due to predetermined theme.
- Conducted user interviews to gather insights.
- Created user personas to represent different user types.
- Developed an Affinity Map to organize data.
- Formulated a Point of View (POV) to define user needs.
- Established a Problem Statement to identify key issues.
- Created How-Might-We (HMW) questions to brainstorm solutions.
- Developed User Stories to detail user requirements.
- Drafted Wireframes as initial design sketches.
- Created Wireflows to outline user interactions.
- Designed UI Mockups to visualize the interface.
- Crafted User Flows to map out user journeys.
- Developed the User Interface (UI) prototype using Figma.

Workshop on Making Learning Media Animations Using Wordwall - Bandung   May 2023 - Jun 2023

Assistant Instructor

- Initiated tools using Wordwall.
- Created Wordwall Module as a learning foundation.

Workshop on using Canva, CapCut, Twibbonize tools as creative learning media - Bandung   Nov 2022 - Dec 2022

Assistant Instructor

- Initiated tools using Canva.
- Created Canva Module as a learning foundation.
- nitiated tools using CapCut.
- Created CapCut Module as a learning foundation.
- Initiated tools using Twibbonize.
- Created Twibbonize Module as a learning foundation.

Competition Experiences

- **Participants in the NIFC 3.0 UI/UX Design Competition** (2024):
- **Participants in the 2024 SITEFEST UI/UX Design Competition** (2024):