



AHMAD DIKSA SUMADIONO

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Ds. Sudimoro, Kec. Megaluh, Kab. Jombang

Informatics Management student with a strong interest in web development, mobile application development, and artificial intelligence. Experienced in academic and project-based work involving web-based systems, databases, and application development. Passionate about learning new technologies and building efficient, scalable digital solutions.

Work Experiences

Digital Solution Vokasi Unesa - Surabaya

Oct 2025 - Present

Frontend Mobile Developer

Teaching Factory Program – Management Informatics, Universitas Negeri Surabaya

- Developed mobile applications using Flutter with focus on responsive UI and performance optimization.
- Implemented UI/UX designs into functional mobile interfaces based on project requirements.
- Contributed to the development of BasaRaga, a gym and fitness mobile application for UNESA.
- Collaborated with team members using Git for version control and agile-based workflow.

Kejar Target Event Organizer - Surabaya, Indonesia

Aug 2025 - Present

Frontend Web Developer

Event Organizer focusing on event planning, promotion, and management services.

- Developed a responsive and modern website for an event organizer using React and TypeScript.
- Built reusable UI components and implemented clean, scalable frontend architecture.
- Translated UI/UX designs into interactive web interfaces with optimal user experience.
- Ensured cross-browser compatibility and responsive layout across devices.

Education Level

Universitas Negeri Surabaya - Jl. Ketintang Wiyata, Ketintang, Kec. Gayungan, Surabaya, Jawa Timur 60231

Aug 2023

Diploma, 3.88/4.00

Skills, Achievements & Other Experience

- **Project – MoodMovieBot (2025):** Built an AI-based chatbot using sentiment analysis to recommend movies based on user emotions. Implemented NLP techniques and machine learning models to classify user sentiments effectively.
- **Skill – Artificial Intelligence & Generative AI**: Hands-on experience with machine learning, NLP, sentiment analysis, prompt engineering, and AI frameworks such as LangChain and LLM-based applications.
- **Project – BasaRaga (Gym Application UNESA) (2025):** Developed a mobile application for gym and fitness services at Universitas Negeri Surabaya (UNESA). Responsible for mobile app development using Flutter, UI/UX design implementation, and feature integration to support workout management and user engagement.
- **Project – Pesantren Putri KH Basthomi Website (2025):** Developed a dynamic website for Pesantren Putri KH Basthomi using Laravel. Implemented backend logic, content management features, and responsive layouts to support information dissemination and administrative needs.