

MUHAMMAD AKMAL DWI MULYONO

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Motivated and detail-oriented Informatics Engineering undergraduate with a solid academic foundation in software development, web technologies, and data management. Currently pursuing a Bachelor's degree at [Your University Name], with hands-on experience in various programming languages and development tools. Demonstrates strong analytical thinking, problem-solving skills, and the ability to adapt quickly in dynamic team environments. Actively seeking an internship opportunity to apply technical competencies, contribute to impactful projects, and gain practical experience in the technology industry.

Academic Project

Academic Project – Coffee Shop Website

Nov 2024 – Dec 2024 | Universitas Widyatama

- Developed a dynamic and responsive website for a fictional coffee shop using HTML, CSS, JavaScript, and PHP, with MySQL for backend database management.
- Designed key features such as online menu display, order form, user registration, and admin dashboard for managing products and transactions.
- Utilized Visual Studio Code as the development environment and XAMPP for local server and database simulation.
- Emphasized back-end logic for processing orders, calculating totals, and storing transaction history in the database.

Academic Project – Smart Lamp System Development

Nov 2024 – Dec 2024 | Universitas Widyatama

- Designed and built a Smart Lamp prototype using Arduino Uno, integrated with motion and light sensors to enable automatic lighting control based on environmental conditions.
- Developed control logic to turn the lamp on/off based on motion detection and ambient light intensity.
- Utilized C/C++ for programming the microcontroller via Arduino IDE.
- Integrated the system with a web-based interface to monitor lamp status and manually control lighting through Bluetooth (HC-05 module).
- Focused on sensor calibration, real-time data processing, and power efficiency optimization.

Academic Project – Game Development

Apr 2025 – June | Universitas Widyatama

- Designed and developed a 2D platformer game using Unity and C#.
- Implemented core gameplay mechanics such as player movement, enemy AI, scoring system, and level progression.
- Focused on object-oriented programming principles, event handling, and game logic optimization.

Education Level

Universitas Widyatama - Bandung, Indonesia Aug 2022 - Present

Bachelor Degree in Informatics Engineering

Senior High School 1 Margahayu— Bandung, Indonesia July 2019 – Mei 2022

Social Sciences Major

I have a strong interest in the field of Informatics Engineering, particularly in software development, web technologies, and game programming. I am passionate about how technology can be used to solve real-world problems, improve efficiency, and create innovative user experiences. I enjoy learning new programming languages, exploring emerging technologies such as IoT, game, web and AI, and applying logical thinking to build practical and functional solutions. My academic journey has

deepened my curiosity in both front-end and back-end development, and I am eager to further explore areas such as web development and game development.

Campus Organization Activities

TECHNO 2K23 HIMATIF – Finding The Leaders On You 09 December 2023

Medic Division

Contributed to the smooth execution of **TECHNO 2K23 HIMATIF – Finding The Leaders On You**, held on December 9, 2023, as part of the medical team with responsibilities including:

Contributed to the smooth execution of **TECHNO 2K23 HIMATIF – Finding The Leaders On You**, held on December 9, 2023, as a member of the Medic Division. Responsibilities included providing first aid to participants who experienced health issues during the event, collaborating with other committee members to ensure the safety and comfort of all attendees, and remaining on standby throughout the event to respond quickly and effectively to any medical emergencies.

IOC- INFORMATICS OLIMPIADE COMPETITION 27 June 2023

Chief Organizer

Contributed to the success of IOC- INFORMATICS OLIMPIADE , Served as part of the Discipline Division, with core responsibilities including:

Led the overall planning, coordination, and execution of the event by overseeing all organizing committees and ensuring each division functioned effectively. Managed timelines, delegated tasks, and facilitated interdepartmental communication to ensure smooth operations. Supervised event logistics, monitored progress, and made critical decisions to address challenges in real time. Maintained clear communication with stakeholders, sponsors, and university representatives to deliver a successful, well-organized competition.

LDKIF– Digital Revolusion 2 november 2024 – 22 November 2024

Head of Discipline and Security Division

Led the Discipline and Security Division during LDKIF – Leadership Training on Digital Revolution, overseeing all aspects of maintaining order and safety throughout the event.

Responsible for enforcing rules, managing participant conduct, and ensuring adherence to the event schedule. Coordinated with other divisions to manage crowd control, secure venue access points, and promptly address any disciplinary or security issues. Played a pivotal role in creating a secure and professional environment that supported effective discussions and activities focused on the digital revolution..

Skills

Soft Skill :

- Teamwork: Skilled in collaborating with peers across multidisciplinary teams, contributing ideas, listening actively, and working toward shared goals in both academic and organizational settings.
- Communication: Effectively explains technical concepts to both technical and non-technical audiences.
- Leadership: Experienced in leading small teams or divisions during events and projects, demonstrating responsibility, decision-making, and the ability to motivate others.
- Problem-Solving: Ability to analyze technical issues, identify root causes, and develop logical, effective solutions efficiently, especially under time constraints.

Hard Skills :

- Web Development (HTML, CSS, JavaScript, PHP): Skilled in creating interactive and responsive websites using front-end and back-end technologies; capable of building dynamic web pages and forms.
- Programming Languages (Java, Python, C++): Able to write, debug, and maintain code in multiple languages for various applications such as desktop software, automation, or algorithm development.

- C++: High-performance programming for system-level applications.
- Game Development Fundamentals (Unity & C#): Able to create simple 2D games in Unity using drag-and-drop features and basic C# scripting (e.g., player movement, collisions).