

AZIZ JABBAR SHIDDIQ

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PROFILE

Motivated and adaptable junior frontend developer with a Bachelor's in Computer Science and a proven ability to deliver innovative software solutions. Experienced in building scalable systems, enhancing user experience, and leading diverse projects in collaboration with cross-functional teams. Skilled in React.js, Spring Boot, and Android development, with a passion for solving complex challenges and driving technological advancements.

WORK EXPERIENCE / PROJECTS

- **Frontend Developer at Infomedia Nusantara (Sep 2023 - current)**
 - Developed a customer relationship management (CRM) IT system for customer service, improving efficiency and user experience.
 - Contributed to the development of key client projects, including work for the Indonesian Police, Investment Coordinating Board, Health Ministry, Indihome, and Telkomsel.
 - Designed and developed interactive dashboards, wallboards, reporting pages, and EKYC verification systems using React.js.
 - Worked on micro frontend projects, focusing on refactoring, implementing modern technologies, and improving overall project quality.
 - Engineered an agent dispatch system for the Indonesian National Police's emergency service (110).
 - Developed a Knowledge Management System for the Investment Ministry (BKPM) to streamline information sharing and access.
 - Built an integrated emergency response system for the Health Ministry to optimize ambulance dispatch nationwide.
- **Tech lead in Information Systems Development Projects (PROPENSI) [Feb 2022 - June 2022]**
 - Led a team in developing a Spring Boot-based information system for Pesantren Persatuan Islam 69 Matraman, enhancing their student registration process.
 - Oversaw the project lifecycle, ensuring the timely and successful delivery of high-quality software solutions.
- **Android Developer of Bangkit Capstone Project: NutriCare [May 2022 - June 2022] | [Link to repository](#)**
 - Developed NutriCare, an Android meal planner app built with Kotlin, as part of the Bangkit Academy 2022 Capstone Project.
 - Focused on integrating advanced features to improve user engagement and functionality.
- **Super Tic Tac Toe Online Multiplayer Game [Nov 2024]**
 - Developed an online Super Tic Tac Toe game with multiplayer functionality using Svelte.js
 - Implemented real-time gameplay using WebSocket technology to ensure seamless user interactions.
 - Designed a responsive and intuitive user interface with CSS and Ant Design.
 - Created a backend logic for game management, including player matching and score tracking.
- **Teaching Assistant Coordinator of Data Structure and Algorithms [Feb 2023 - June 2023]**
 - Managed a team of teaching assistants and guided students through complex data structures and algorithms coursework at the University of Indonesia.
 - Created problem sets and automated scoring systems, enhancing the learning experience for over 100 students.
- **Teaching Assistant of Enterprise Application Architecture and Programming [Sep 2022 - Jan 2023]**
 - Mentored students in Enterprise Application Architecture and Programming, providing guidance on software design and development best practices.
 - Facilitated lab sessions and offered personalized support to students tackling complex projects.

EDUCATION

- Bachelor of Computer Science: University of Indonesia [Aug 2019 - Aug 2023]
 - GPA: 3.63/4.00
- Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka [Feb 2022 - July 2022]
 - Android Development

SKILLS

- Front End: Next.js, React.js, Bootstrap, Ant Design, HTML, CSS, JS
- Back End: Spring Boot, Django, MySQL, PostgreSQL
- Programming Languages: Python, JavaScript, TypeScript, Java, Kotlin
- Other: Git, Figma, Postman
- Soft Skills: Time Management, Professional Communication, Teamwork, Critical Thinking, Problem Solving.

CERTIFICATIONS

- Google Associate Android Developer | [Link to certificate](#)