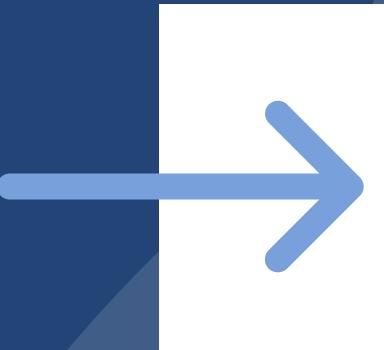


MUHAMMAD HABIB AL FARABI

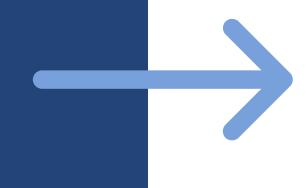
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Back End Web Developer | Informatics



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2025

About Me

MUHAMMAD HABIB AL FARABI

A 6th semester undergraduate student pursuing a degree in Informatics Engineering with a deep passion about web development. My academic journey has equipped me with a solid foundation in programming languages. I also have actively participated in competitive programming, which has significantly enhanced my problem-solving skills and algorithmic thinking. I'm passionate about creating scalable, robust, and secure web services, with a strong desire to learn and master web development technologies. Seeking opportunities to deeply explore the depth of web development through internship program.



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EDUCATION

2022 - Present

Universitas Tanjungpura

Informatics GPA 3.84/4.00



2018 - 2021

SMAN 1 Pontianak

Mathematics and Natural Science



Tech Stack



Soft skills

Problem Solving

Critical Thinking

Teamwork

Analytical Thinking

Adaptive

Communication

Committee Experiences



• • •

Sep - Nov 2023

Informatics for Future Excellence and Resourceful Solutions'19

Key responsibilities

01.

Successfully managed partnerships with several printing businesses.

02.

Successfully secured sponsorships that significantly contributed to the event's fundraising goals up to Rp8.000.000 in net profit.



Projects

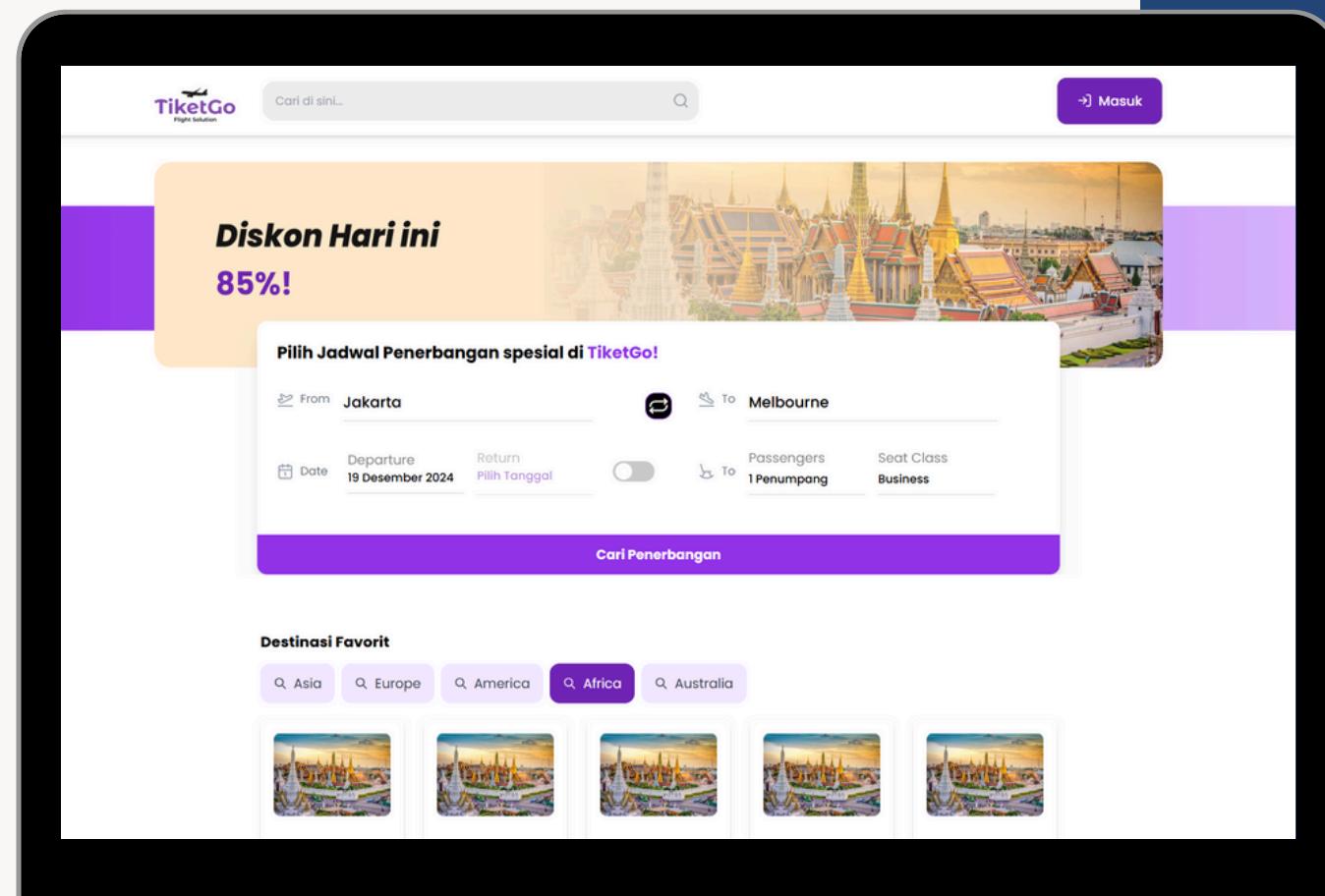
The image displays three distinct projects arranged horizontally:

- Postman API Workspace:** A screenshot of the Postman application interface showing a workspace named "TiketGo Final Project". It contains various API endpoints such as "Ticket Listing", "Authentication", and "User Management". One specific endpoint, "GET /schedules", is highlighted, showing its request details, response status (200 OK), and a JSON response body. The response body is as follows:

```
1 {
2     "status": "Success",
3     "statusCode": 200,
4     "message": "Data jadwal penerbangan berhasil diambil.",
5     "pagination": {
6         "currentPage": 1,
7         "totalPage": 23,
8         "count": 10,
9         "total": 227,
10        "hasNextPage": true,
11        "hasPreviousPage": false
12    },
13    "data": [
14        {
15            "schedule": {
16                "scheduleId": 226,
17                "airlineName": "American Airlines",
18                "seatClass": "Premium Economy",
19                "duration": 186,
20            }
21        }
22    ]
}
```

- Mobile Travel Booking App:** A screenshot of a mobile application for "TiketGo Flight Solution". The screen shows a search bar with placeholder text "Cari di sini...". Below it is a promotional banner with the text "Diskon Hari ini 85%" and a background image of a traditional Southeast Asian temple. The main search form includes fields for "From" (set to Jakarta), "To" (set to Melbourne), "Departure Date" (set to 19 Desember 2024), "Return Pilih Tanggal", "Passengers" (set to 1 Penumpang), and "Seat Class" (set to Business). A purple "Cari Penerbangan" button is at the bottom.
- Rock Paper Scissors Game:** A screenshot of a mobile game titled "Rock Paper Scissors". The interface features three circular icons representing Rock, Paper, and Scissors. Below them, the message "You win." is displayed, along with small hand icons for "You" and "Com". At the bottom, there are buttons for "Reset Score" and "Auto Play".

Project



TiketGo

- ✓ Easy Ticket Booking: A straightforward process for users to book flights 
- ✓ Fast Flight Search: Quickly find flights that match your preferences 
- ✓ Seamless Payment Options: Secure and simple payment methods 
- ✓ Convenient Ticket Printing: A feature to print tickets directly

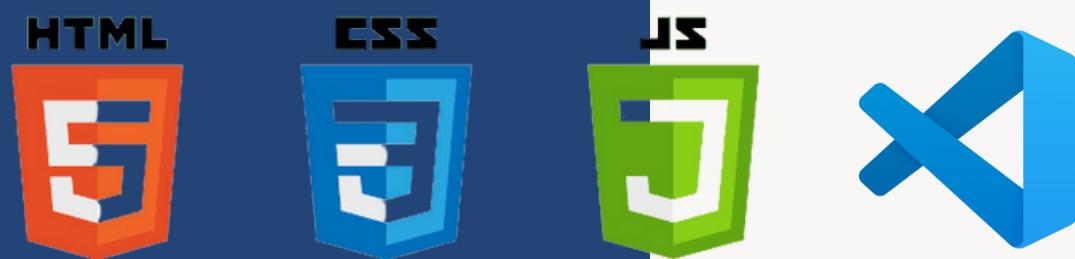
GitHub link: <https://github.com/orgs/Binar-KM7-Team-10/repositories>

Project

Rock–Paper–Scissors

- Technologies used: JavaScript, HTML, CSS
- Developed a web-based Rock–Paper–Scissors game with options to play against the computer and an auto-play feature
- Implemented game logic using JavaScript, utilized local storage to save game scores and settings, and integrated asynchronous programming to manage game flow and timing in the auto-play mode.
- Designed a visually appealing UI using HTML5 and CSS3.

<https://bibbeep.github.io/rock-paper-scissors/>



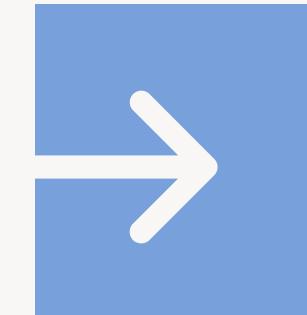
Achievements





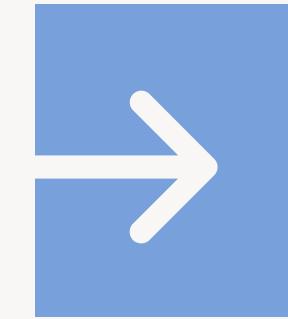
The Most Progressive Student

Awarded for being the most progressive student in the Back-End JavaScript Bootcamp Batch 7 conducted through the Kampus Merdeka program at Binar Academy, from 6th September 2024 to 31st December 2024.





Top 3 in UNTAN Programming Contest III 2023

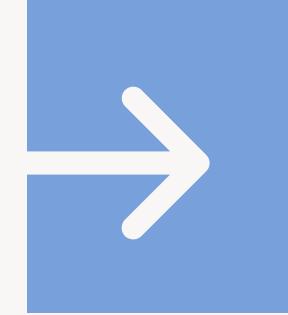


Became the 3rd Winner in UNTAN Programming Contest III 2023 held by the Informatics Department, Engineering Faculty, Tanjungpura University.

As a member of a three-person competitive programming team, I contributed to our success in achieving the third place. Our effective collaboration and diverse skill sets were key to our placement.



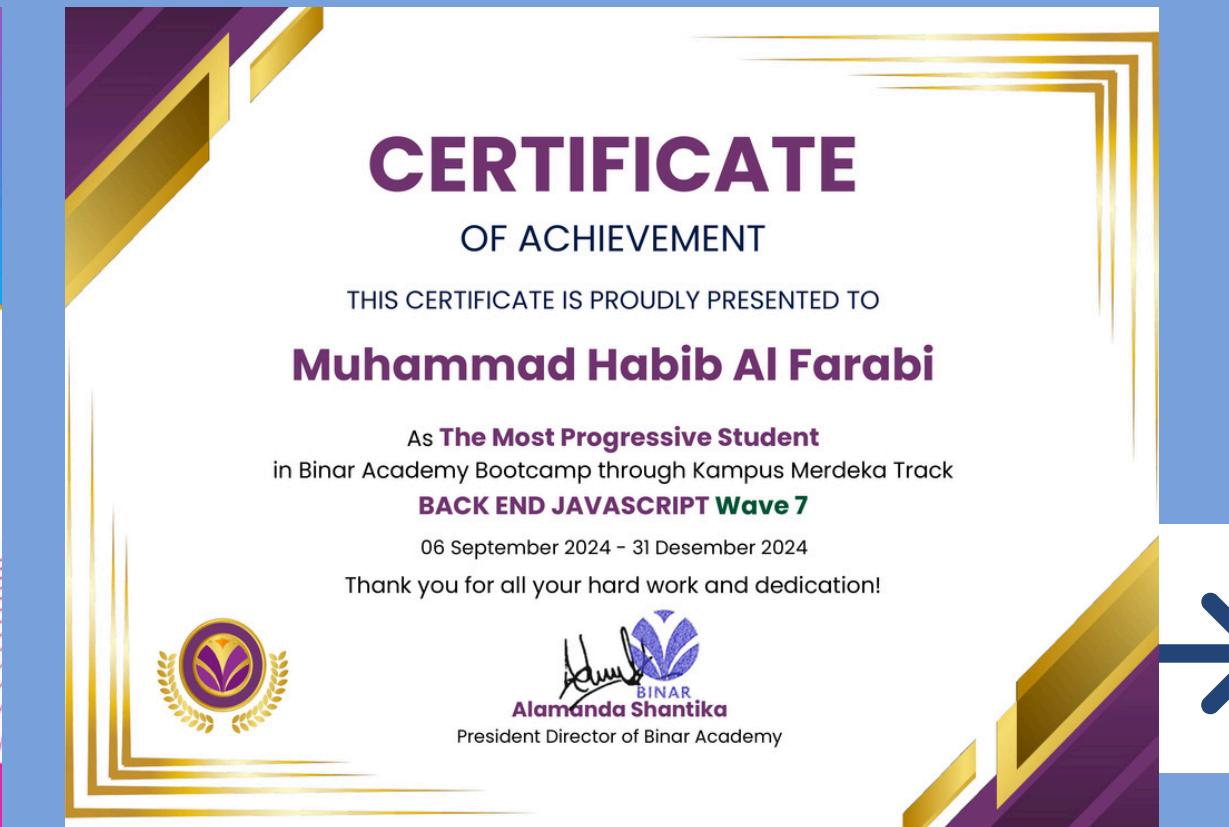
Top 4 in UNTAN Programming Contest IV 2024



This competition tested our problem-solving skills, teamwork, and programming expertise. Collaborated with two talented teammates to tackle challenging algorithmic problems, showcasing resilience and effective communication. This accomplishment highlights a commitment to excellence in computer science and a passion for continuous growth in competitive programming.



Certificates





Thank you



+62 813 4933 2709



[www.linkedin.com/in/mhabib
alfarabi/](https://www.linkedin.com/in/mhabibalfarabi/)



habibalfrb@gmail.com