AMMAR HISYAM FAKHRUDIN

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Final Year Students who interested and loves to solve user's problems and creating impacts

on their lives through product

Education

Gunadarma University - **Jakarta, Indonesia**
Bachelor of computer system, 3.00/4.00

Organisational Experience

HMSK (Himpunan Mahasiswa Sistem Komputer) - **Jakarta**   Apr 2018 – Apr 2021

Deputy head of the public relations division

- Collecting information about lecture activities and discussing between organizations
- Create a Forum for new students
- Collaboration between organizations

Laboratory assistant UG Multimedia & Robotika- **Jakarta**   Sep 2020 – Aug2021

Teaching staff / public relations division

- Teaching Students About Multimedia & Robotics Materi
- Make a simple robot like a line follower
- holding an event about robots and basic programming

Work Experience

Badan Sar Nasional (Biro Umum) - **Jakarta**   Jan 2016 – May2016

Administrasion Office Internship

- Implementing an office administration system
- Computer & Network Troubleshoot
- Make official letter & Entering data using NERACA

Personal Project (Lenteranesia) – **Jakarta**   Feb 2022 – Feb 2022

UI/UX Designer

- Creating UI Design (low-high fidelity)
- UX Design
- Prototyping

Laboratory assistant UG Multimedia & Robotika- **Jakarta**   Sep 2020 – Aug2021

Teaching staff

- Teaching Students About Multimedia & Robotics Materi
- Make a simple robot like a line follower
- holding an event about robots and basic programming
- updating the learning module that will be learned

Skills, Achievements & Other Experience

- **Hard Skills**: HTML, CSS, Figma, Canva, User Interface Design. User Experience Design
- **Projects** (2021): Creating Wireframe and User Interface Design "Lenteranesia" Mobile-apps
- **Soft Skills**: Public Speaking, Problem Solving, Teamwork, Leadership