DAMAR GALIH AJI PRADANA

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PROFILE

"I am a student of Computer Engineering at the State Polytechnic of Electronics Surabaya, with experience as a Software Engineer, particularly in mobile and web application development. My expertise includes building cross-platform applications using Flutter, designing responsive user interfaces (UI/UX) with Figma, and implementing Machine Learning technologies for intelligent solutions. I have experience in developing AI-based applications, including Optical Character Recognition (OCR) processing, and applying artificial intelligence systems to optimize application functionality. With a combination of education and practical experience, I continuously enhance my skills in developing innovative and user-friendly software solutions.

EXPERIENCE

Freelance Frontend Developer "Cloudman.id" (Program Wirausaha Merdeka)   Nov 2023 - Jan 2024

- Designing and implementing UI/UX designs into React using Tailwind CSS.
- Developing responsive user interfaces using the ReactJS framework and Tailwind CSS

Freelance Data Analyst di PT Neo Santara Solusi   Jan 2024 - April 2024

- Responsible for data processing, including creating database views and managing data structures.
- Converting data from SQL to Excel format and vice versa, as well as processing data using relevant Excel functions.

Software Engineer in OTOBOOK (PKM 2024)   Mar 2024 - Okt 2024

- Responsible for designing the UI/UX of the application and developing mobile applications using the Dart programming language with the Flutter framework.
- Responsible for integrating Flutter with Tesseract OCR technology.

Software Engineer Dinas Perpustakaan dan kearsipan provinsi Jawa Timur(Intership)   Juli 2024 - Nov 2024

- Responsible for designing the UI/UX of the application and developing mobile applications using the Dart programming language with the Flutter framework.
- Responsible for integrating Flutter with Optical Character Recognition (OCR) technology.
- Responsible for maintaining the library service server.

Mobile Developer Flutter PT Fiyansa Mulya (Freelance)   Okt2024 - Feb 2025

- Responsible for developing a mobile application for employee attendance at PT. Fiyansa Mulya, which originally used fingerprint recognition and was modified to use Face Recognition technology with TensorFlow Lite and Google ML Kit. Also responsible for designing the UI/UX of the application.

EDUCATION

Computer Engineering   **2022 - Sekarang**

Politeknik Elektronika Negeri Surabaya
- IPK :3.6/4.00

ORGANIZATION

- **Lamongan Dev**   **2023 - Sekarang**

1.Hr Division

- Responsible for recruiting new members, volunteers, and new board members. Managed the recruitment process, including organizing interviews and onboarding procedures. In charge of upgrading the skills of board members through training sessions and workshops, ensuring continuous personal and professional development. Played a key role in strengthening the team's capacity and fostering a collaborative environment to meet organizational goals.

PUBLICATION

- **Medium**

1.How AI and OCR Can Improve Library Book Management

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TRAINING

- LKMM Pra-TD Politeknik Elektronika Negeri Surabaya Psdku Lamongan │ 2022
- LKMM TD Politeknik Elektronika Negeri Suarabaya Psdku Lamongan │ 2023
- SIM-K Hari Senin FullStack Web developer │ 2024
  Mikrotik MCTNA │ 2024

SKILLS

Hard Skills :
- Programming language (Java script ,PHP,Dart)
- Laravel, React Js, Tailwind Css, Flutter

Soft Skills :
- Problem Solving
- Management Proyek
- Komunikasi
- Leadership
- Team Work

Languages :   Indonesia (Native),
Bahasa Inggris (Fluent)