MUHAMMAD FARAN AIKI

19625041 | Intern: Education Team at Analitica

WhatsApp: +62 857-7694-2897 | Linkedin: FaranAiki | Gmail: faran.aiki.business@gmail.com | Github: FaranAiki

A highly motivated Informatics student with a strong foundation in mathematics and a proven record of successes in national competitions. Experienced in software development, project leadership, and educational content creation.

EDUCATION

• Sekolah Teknik Elektro dan Informatika - Komputasi (STEI-K) at Institut Teknologi Bandung (I	TB) 2025-Present
SMA Negeri 1 Kota Depok	2022-2025

OLYMPIAD AND CONTESTS

Gold, International Kangaroo Mathematics Contest (IKMC)	2023, International
 Participant (Semi-Finalist), OSN (Olimpiade Sains Nasional) Province 	2024, National
 Bronze, Kompetisi Matematika Nalaria 19th (KMNR 19th) in Jakarta 	2024, National
Gold, Kompetisi Terbuka Olimpiade Matematika (KTOM)	2024, National
Bronze, 3 rd OSBANAS Competition	2025, National
Gold, 5 th Delta Competition Mathematics	2025, National

ORGANIZATION EXPERIENCES

Attracted 250 visitors as Japanese Club Member, Main Poster Designer at Obake Event	2022
• Created a short story about folktales with 4000 views as English Club Member, one of the Content Creators	2022
 Participated in increasing the member's awareness of music theory as Music Club Member 	2022
 Supervised a school contest event "Concerto" as Student Club, Committee (Director) 	2023
Badminton Club Member	2023
 Taught about Informatics as IT Club, Programming (Python) & Web Development Tutor/Coach 	2024
• Supervised 50% the progress of the game as Vice Lead Developer Team at RenPy Game (Novel) Development	2024
 Actively participated in contests and competitions as a devoted Student Club Member 	2024-2025
 Coordinated with another logo designer as PARAS (Ramadan Event) Logo Designer 	2024-2025
Spread knowledge regarding UTBK as PLC (Progress Learning Community) UI Member	2024-2025
• Secured sponsorships and others as STEI-K Faculty Treasurer of Gathering "SYNC: Say Yes to New Connections"	2025

WORK AND INTERNSHIPS

•	 Taught 30 students Number Theory as Ruang Belajar Mathematics Teacher/Tutor 	2025, Jan–February
•	• Collaborated in renovating the UI/UX and concept of "Baca Materi" as Education Team at Analitica.id	2025, May-Aug

PROGRAMMING SKILLS

Unity and C# for Game Development Learning	1 year experience
Godot for Game Development Learning; a demonstrated project is on YouTube	1 year experience
Python for Multipurpose Tasks and Sage Math	3 years experience
C++ for Competitive Programming with TLX rating of 1686	1 year experience
• C for Window Manager [nihwm], project is uploaded on GitHub	2 years experience
Haskell for Functional Programming and Foundation of Mathematics	1 year experience
Bash for Arch Linux as part of daily driving in GNU/Linux	3 years experience

LANGUAGE PROFICIENCIES

• Indonesia (Native)	2007-Present
• English (IELTS, Overall 7.5) with Reading (8.5), Writing (7.0), Listening (7.0), and Speaking (7.0)	2024-Present

WRITINGS AND PUBLICATIONS

- Wrote a short story anthology (dark genre) in the book named The Invalid Train
- Wrote a short story "Pion yang Bermimpi Menjadi Menteri" in the anthology book Pion yang Bermimpi Menjadi Menteri
- Won a short story weekly contest on Instagram titled "Kisah Sang Penjudi, Ikarus—Suami Sisifus"
- · Revised and edited 4 students' essay for PPKB UI

CERTIFICATIONS

 HackerRank: Python (Basic) 	26 July, 2021
HackerRank: JavaScript (Basic)	26 July, 2021
HackerRank: SQL (Basic)	12 May, 2022
HackerRank: Problem Solving (Basic)	4 September, 2022

HackerRank: Problem Solving (Intermediate)

17 September, 2023