Muhammad Fardan Rashidi

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About Me

A dedicated software developer with a deep-rooted curiosity for unraveling the intricacies of the world around me.
I've always been drawn to the inner workings of systems, whether they're lines of code, mechanical devices, or works of art.
My lifelong passion for exploring the mechanics and principles that power innovation has been a driving force in my career.
As a software developer, I channel this curiosity into creating solutions that not only work but also excel, with a firm belief that understanding the 'how' is the key to building a better 'what.'

Education

INTI International College Subang   August 2021 - December 2023
Bachelors in Computer Science in Collaboration with Swinburne University
• Australian CGPA 2.7 / Malaysian CGPA 3.5

INTI International College Subang   August 2019 - August 2021
Diploma in IT
• CGPA 3.3

Experiences

Junior Programmer – GOAT Collectibles   June 2024 – Now

Key Contributions:
- **ERP Development:** Designed and developed a robust ERP system for a client using the Frappe framework, adhering to industry best practices.
- **Full-Stack Programming:** Proficiently utilized Java, Python, HTML, CSS, and JavaScript to create and customize dynamic, responsive web applications.
- **Legacy Code Analysis:** Analyzed and interpreted legacy source code to implement efficient and scalable solutions in the new system.
- **Problem Solving:** Successfully debugged complex issues in both legacy and new codebases, ensuring seamless functionality.
- **Collaboration:** Worked closely with clients and team members to deliver a user-centric and feature-rich ERP solution.

Degree Internship - Mobile App Development   August 2023 – May 2024

Key Contributions:
- Developed a cross-platform mobile app using Flutter for both Android and iOS platforms.
- Designed and implemented an intuitive user interface for controlling the company's robot.
- Integrated Arduino programming to interface with and control the robot.
- Gained hands-on experience in electronics and mechanical engineering forrobot assembly and maintenance.
- Successfully published the mobile app for widespread use.

Projects

IoT Parking Lot Simulation   March 2022 - July 2022
• Collaborated with a team of five to create a comprehensive IoT-based parking lot simulation.
• Utilized various sensors to establish a fully functional parking lot model.
• Employed Arduino IDE for programming the Arduino UNO microcontroller.
• Leveraged Python on a Raspberry Pi as an edge server to process and relay data.
• Developed cloud-based functionality using C++ and integrated with Thingsboard.
• Implemented Telegram API to enable real-time notifications from the cloud server.

Key Skills

• Programming: Java, Python, C#, C++
• Mobile App Dev: Flutter, Android, iOS
• Web Dev: HTML/CSS, JavaScript, PHP

• Database: SQL, SQLite, Firebase, Supabase
• Git: Version Control
• Agile Methodologies

• Problem-Solving
• Teamwork