

# FARHAN NAUFAL NURDIANSYAH

Software Engineer | UI/UX Designer | Internet of Things

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## PROFILE

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*I am a Computer Engineering undergraduate student with a passion for learning and a high level of curiosity, particularly in the fields of **IoT, Machine Learning, and Android development**. My dedication to these areas is demonstrated through the projects I have completed. Additionally, I possess proven **leadership skills** from my experience in leading organizations and committees. I actively work on developing my **communication skills** to achieve common goals more efficiently and to support successful collaboration within teams. I excel in **Project Management**, including designing, managing, executing, supervising, and evaluating projects. This enables me to work effectively, collaborate, communicate, and adapt quickly to new environments.*

## EDUCATION

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### Universitas Pendidikan Indonesia

2021 - Present

Bachelor's Degree in Computer Engineering (GPA I-VI: 3.84/4.00)

- PKM-GFT Passes University Level 2023.

### Bangkit Academy led by Google, Tokopedia, Gojek & Traveloka

Feb 2024 – Jul 2024

Mobile Development Learning Path in Distinction Graduate, 92.09/100

- Successfully graduated with distinction, achieving recognition as one of the top 10% of graduates.
- Create mobile applications using APIs such as story apps, GitHub account finders, and machine learning-based cancer detectors, Traceability Platform for SMEs.
- As a leader of the team, I successfully completed a capstone project in collaboration with AMATI Indonesia, achieving the Best Team award in the Company-track Capstone Projects out of 53 final projects, and received a post-offer program.
- Accomplished the completion of 13 certifications, with a focus on Android Development, Applied machine learning for Android, demonstrating a commitment to continuous learning and expertise in key domains.

## ORGANIZATIONAL EXPERIENCE AND COMMITTEE

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### Chairman of Executive

Computer Engineering Student Association

Mar 2023 – Jan 2024

- Leading the management of an organization consisting of 47 people.
- Manage the 49 organization's work program for one period.
- Leads 9 Executive Divisions consisting of 2 – 3 Bureaus per division.

### Director General of Non-Academic Affairs, Ministry of Education, Interests and Talents

Mar 2023 – Jan 2024

Student Executive Board | BEM

- Leading the management of non-academic competition activities for UPI Campus Students in Cibiru.
- Organize work programs for non-academic events such as the August 17 Competition, PORSEMA, and others.

### Creative Manager

May 2023 - August 2023

MASA ORIENTASI KAMPUS – KULIAH UMUM ( MOKA-KU ) UPI CIBIRU 2023

- Led and Coordinated 27 people from 4 Divisions in the creative field consisting of a Social Media Specialist, Content Specialist, Operator, and Event Stylist.
- Provide direction regarding social media design concepts, content publication, and stage decoration.

## PROJECT / TRAINING EXPERIENCE

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### Mobile Development Laboratory Assistant in Computer Engineering UPI

*Computer Engineering – UPI*

Mar 2024 – Present

- Assist lecturers in delivering Mobile Development content to 3 classes, each with approximately 34 students, covering topics including Flutter, Dart, and API usage.
- Provide direct guidance to around 102 students in Mobile Development courses, demonstrating application development techniques using Flutter and practical API programming.

### AMATrace: Platform for Implementing Traceability Technology to Increase Transparency and Security of Food Supply Chains

*Bangkit Academy led by Google, Tokopedia, Gojek & Traveloka*

Feb 2024 – Jul 2024

- **Led Project Team** : Directed a cross-functional team of 6 members in designing and implementing traceability technology, enhancing transparency and security across food supply chains spanning.
- **Achieved Best Team Award**: Successfully completed a capstone project in collaboration with AMATI Indonesia, earning the Best Team award out of 53 final projects in the Company-track Capstone Projects.
- **Monitored Project Progress**: Oversaw project milestones with weekly updates, resolving over 15 critical issues and ensuring the project stayed within the Rp.1.000,000 budget and on track.

### N – Blue Android-based secretarial application using Java language

*Computer Engineering – UPI*

November 2023

- Coordinate group members in the division of tasks.
- Developed the application as a Full Stack Developer, including both front-end and back-end components, ensuring seamless integration and functionality, Create UML application designs and **SQL Database** structure for data collection in application.
- Carrying out application testing and Create an API for Backend.

## CERTIFICATION

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| • <b>Cloud Practitioner Essentials</b> | May 2023 |
| • <b>Android Expert</b>                | Mar 2024 |
| • <b>Machine Learning for Android</b>  | Mar 2024 |
| • <b>Flutter Fundamental</b>           | Mar 2024 |

## ACHIEVEMENT

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|---|------|
| • <b>Best Team award out of 53 final projects in the Company-track Capstone Projects</b>                                | 2024 |
| Bangkit Academy led by Google, Tokopedia, Gojek & Traveloka   |      |
| • <b>Top 10% of Graduates Bangkit Academy led by Google, Tokopedia, Gojek &amp; Traveloka</b>                           | 2024 |
| Ranked in top 10% of 4.650 graduates recognizing exceptional performance and achievement in a rigorous training program |      |

## INFORMATION ADDITION

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**Ability:** Leadership, Coordination, Negotiation, C++  
(*Intermediate*), Java (*Expert*), Kotlin (*Expert*), SQL  
(*Intermediate*), Adobe Illustrator (*Intermediate*), Figma  
(*Intermediate*), Flutter (*Intermediate*).

**Language:** Indonesian (*Native*), English (*Intermediate*)