

# Galuh Wikri Ramadhan

Cidadap, Bandung , Provinsi Jawa Barat, Indonesia

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<https://portofolio-galuh.vercel.app/>

I see myself as a lifelong learner in the ever-evolving world of technology. My vision is to continuously absorb new knowledge, master relevant technologies, and apply my skills in a challenging environment where I can grow exponentially while helping the team achieve its goals.

## Project Experience

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### Website RaisinSoft

Oct 20 - Dec 2024

- The RaisinSoft website is a game store platform that features game-themed articles and provides game information services to users.
  - Built using Laravel, Tailwind CSS, and DaisyUI.
  - Provides login functionality and an admin dashboard for content management.
  - Includes a user profile feature.
  - Fetches game data from the RAWG API.

### BoooomBlog "Aplikasi Blogging"

May 2025 - Jun 2025

- BoooomBlog is a mobile-based blogging application connected to a Laravel backend, allowing users to read, create, edit, and delete articles. I acted as the Full-Stack Developer on this project.  
My responsibilities included:
  - Building a RESTful API using Laravel for article and user management.
  - Developing an Android application using Jetpack Compose that consumes the API.
  - Implementing user authentication features (login and registration) and CRUD (Create, Read, Update, Delete) operations for articles.

## Organization

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### Google Developer on Campus [Universitas Pasundan]

Curriculum & Learning Division Member - UI/UX

Oct 2024 - Present

- Responsible for designing and developing UI/UX learning materials for club members, covering fundamental topics such as user research, wireframing, and prototyping.
- Proactively facilitate knowledge-sharing sessions and study groups to enhance the technical skills of fellow members in user interface and user experience design.
- Collaborate with other curriculum team members to develop a learning syllabus that is relevant to the latest industry trends.

# Education

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## Universitas Pasundan

Informatic Engineering • October 2022 – Present

IPK (3.37 / 4.00)

## Skil

User Experience	Tools	Methodologies	Personal Skill
<ul style="list-style-type: none"><li>• Web app design</li><li>• Dashboard design</li><li>• Mobile design</li><li>• Figma</li><li>• Prototyping</li><li>• UI design</li><li>• UX design</li></ul>	<ul style="list-style-type: none"><li>• Figma</li><li>• Canva</li><li>• Visual Studio</li><li>• GitHub</li><li>• Cisco</li><li>• Microsoft Office (Microsoft Word, Microsoft Excel, dan Microsoft PowerPoint.)</li></ul>	<ul style="list-style-type: none"><li>• Agile Development</li><li>• REST API</li><li>• Software design patterns</li><li>• UML class diagrams</li><li>• Design Thinking</li><li>• Prototyping</li></ul>	<ul style="list-style-type: none"><li>• Project Management &amp; Team Management</li><li>• Excellent communication skills</li><li>• Capable of working in different environments</li><li>• Hard working and innovative</li><li>• Quick Learner &amp; Multi-Tasking</li></ul>