

ALVINDO TRI JATMIKO

iOS Developer

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Nganjuk, Jawa Timur, Indonesia (Open to relocation)

ABOUT ME

My key skills include human-centered design, product development, user research, usability testing, and problem-solving, which align with my interest in mobile and backend development. My experience at the Apple Developer Academy deepened my understanding of design methodologies, teamwork, and decision-making. I completed research and product development projects, enhancing my technical and analytical skills. I'm open-minded, easy to connect with, enthusiastic about challenges, eager to learn, and naturally cheerful, making me a great collaborator and adaptable in dynamic environments.

SKILLS

Technical

- Cross Platform Development: Javascript, React, React Native, Dart, Flutter, MVVM architecture, Visual Studio Code, Figma, Postman
- iOS Development: Swift, Swift UI, Xcode, Core ML, Create ML, Reality Kit, Sprite Kit, Speech, Swift Data, Core Data, Swift Testing, AVFoundation, MVVM architecture, Feature Based architecture
- Backend Development: Java, Go, Postgress Database, SQL, API Documentation using Postman
- Frontend Development: Javascript, React, Next.js
- Project Management: Notion, Jira, Miro, Kanban, Trello

Language: *Bahasa Indonesia, English, Javanese*

EXPERIENCES

iOS Developer, Apple Developer Academy

Mar 2025 - Present

Internship — Surabaya, Indonesia (Onsite)

- Developed an iOS application using SwiftUI and Clean Architecture, deployed to TestFlight for beta testing with 10+ users
- Implemented user-centric design principles based on Apple's Human Interface Guidelines, improving design consistency across iOS, iPadOS, and WatchOS, resulting in a 25% increase in user engagement and a 30% reduction in reported usability issues
- Collaborated with a cross-functional team of 5 developers and designers, ensuring timely delivery under Agile sprints

Flutter Developer, Dicoding Academy

Sept 2024 - Apr 2025

Idcamp scholarship — Online

- Developed a cross-platform application using Flutter and Clean Architecture, achieving a 95% unit test coverage and receiving positive expert evaluations from 3 Dicoding Academy mentors
- Implemented mobile development best practices, improving user engagement by 30% and ensuring consistent design across mobile, tablet, and web platforms
- Successfully managed self-directed, task-based work, completing 100% of assigned tasks ahead of deadlines

Fullstack Developer, EnigmaCamp

Jan 2024 - Jul 2024

Bootcamp Trainee — Malang, Indonesia (Onsite)

- Achieved expertise in backend development by building and deploying 2 production-ready applications using Java with Spring Boot and GoLang with the Fiber framework, including a timesheet management system for 50+ EnigmaCamp employees, reducing manual reporting by 70%.
- Enhanced frontend capabilities by developing a responsive Next.js website optimized for mobile, tablet, and desktop, improving user engagement metrics by 40%.

- Completed mobile development with React Native and Expo by delivering a fully functional mobile app integrated with backend services and a payment gateway, resulting in a 60% faster transaction process for users.

Fullstack Developer, Coding GO

Feb 2023 - Jun 2023

Parttime Contract — Malang, Indonesia (Onsite)

- Engineered a responsive Laravel (PHP) web application as part of a Scrum team, integrating modular components and optimizing frontend performance, resulting in a 35% improvement in page load speed and supporting 50% higher concurrent user traffic
- Reduced page load times by 50%

WordPress Intern, FILKOM UB

Jul 2022 - Jan 2023

Internship — Malang, Indonesia (Onsite)

- Resolved mobile UI responsiveness issues and optimized landing page performance, improving page load speed by 40%
- Conducted website evaluation on filkom.ub.ac.id/lab-mgm using User Acceptance Testing (UAT), achieving 100% compliance with test standards
- Collaborated with the web development team to implement SEO and accessibility enhancements, increasing organic traffic by 35% and improving accessibility scores by 20%.

PROJECT EXPERIENCES

Gripln

Medical application - Test Flight: <https://testflight.apple.com/join/nAHKmuTT>

- Investigated various Apple Technologies such as Vision, Create ML, Core ML, Swift Data, Core Haptic, and Speech. My responsibility was to research these technologies, collaborated to create wireframe and implement it to Swift UI View, delivered project insights to over 50+ students and tech visitors

DuckyDive

Hyper Casual Game - Test Flight: <https://testflight.apple.com/join/g6YcySwX>

- Investigated Apple Reality Kit Technology, collaborated well with team of 5 people. As a tech enthusiast I'm facing so many bugs logic and based on that I learned well about Reality Kit. Delivered game play and story to Apple's team, students, and game enthusiasts

KeySense

Productivity application - App Store: <https://apps.apple.com/us/app/keysense/id6754688749>

- KeySense help musicians and singers quickly identify the key of any song. As a tech lead, I manage the usage of more beneficial technologies/algorithm and supervise the code work of other programmers. Delivered a stable app with high accuracy up to 70%

EDUCATION

Brawijaya University (UB) — Malang, Indonesia

Aug 2019 – Jul 2023

Bachelor of Education in Information Technology Education

- Learned Java programming up to an intermediate level, algorithms, and data structures. Gained knowledge of data analysis with big data and its management. Also learned web programming with various languages like PHP and JavaScript, and used popular frameworks.
- Responsible for campus staff organization and various programs or events under its responsibility.

CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

- Internship Program 2022 as Programmer, FXMedia / FXWeb, 9 December 2022
- Lab assistant for web programming, Faculty of Computer Science (FILKOM) University of Brawijaya, 2022-2023
- Enigma Camp FullStack Developer, Enigma Camp IT Bootcamp, 11 June 2024
- Memulai Pemrograman dengan Dart, Dicoding Indonesia, 2024 - 2027
- Belajar Membuat Aplikasi Flutter untuk Pemula, Dicoding Indonesia, 2024 - 2027
- Belajar Dasar AI, Dicoding Indonesia, 2024 - 2027
- Belajar Fundamental Aplikasi Flutter, Dicoding Indonesia, 2025 - 2027