MUHAMMAD IRFAN

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Android Developer with 2+ years of experience, has contributed to the MyTelkomsel (IndiHome) app at PT Phincon. Skilled in building scalable apps using Kotlin, Jetpack, MVVM, and Clean Architecture. Experienced with dependency injection (Koin, Hilt), multi-module structure, and cross-functional collaboration. Built several Android apps from scratch in freelance and academic settings. Focused on clean code, smooth UI/UX, and continuous improvement.

Education Level

Syiah Kuala University - Banda Aceh, Indonesia   Aug 2019 - Jun 2023
Bachelor of Informatics, 3.93/4.00

Experiences

PT. Phincon - Full Time   Aug 2023 - Present
Android Developer

- Contributed to the MyTelkomsel Android application as part of the IndiHome team, supporting the seamless migration of over 1 million users after IndiHome was integrated into MyTelkomsel.
- Collaborated with cross-functional teams, including Solution Architects, Backend Developers, and QA, to define, design, and deliver new features by analyzing technical documentation, integrating APIs, and resolving technical issues.
- Implemented MVVM architecture with Koin for dependency injection and adopted a multi-module structure to scale the codebase efficiently, while maintaining a focus on delivering pixel-perfect UI designs.

Department of Biology, Faculty of Mathematics and Natural Sciences, Syiah Kuala University - Freelance   Aug 2022 - Jun 2023
Android Developer, Backend Developer

- Designed and developed an Android biodiversity information system using Kotlin and Express.js for the backend, from scratch.
- Optimized existing species data by 40% by cleaning up duplicate and unclear entries and successfully implementing them into the system.
- Utilized the MVVM architecture pattern with Kotlin Flow and dependency injection using Dagger-Hilt, while adopting an offline-first approach by implementing data caching.

Tsunami and Disaster Mitigation Research Center, Syiah Kuala University - Internship   Jul 2022 - Aug 2022
Android Developer

- Completed a solo internship project developing an Android application from scratch to display data on over 100 tsunami mitigation places across 5 regencies in Aceh.
- Designed the application interface, converted map shape data, and implemented essential features within a one-month timeframe.

Bangkit Academy 2022 led by Google, Tokopedia, Gojek, & Traveloka - Apprenticeship   Feb 2022 - Jul 2022
Android Mobile Development Cohort

- Graduated as a Distinction Graduate, a top 10% from the 3.100 cohort.
- Collaborate with a 6-person team from Machine Learning and Cloud Computing learning path for the final project utilizing Git.
- Successfully selected as one of the top 53 Capstone Final Projects from 433 teams.

Projects

NANAMYUK - Android

- Designed and implemented a plant watering management and recommender in a 2-person team in 1 month.
- Consume REST API using the retrofit library from authentication, add a plant, remove the plant, etc.

STORY APP - Android

- Designed and implemented an Instagram-like image-sharing application where users can perform authentication, upload images from a camera or gallery also change the language with localization.
- Using Google Maps API and Fused Location Provider API to allow users to upload images with location.

Certifications & Skills

- **Associate Android Developer Certification** ✅ (2022): Google Developers
- **Skills**: Kotlin, Java, HTML, CSS, Javascript, Python, PHP, SQL, Git, Clean Architecture, Software Testing, REST API, JSON