Mochamad Aqsha Pasalewa Kusumojakti

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Hello, I'm Mochamad Aqsha Pasalewa Kusumojakti, a programmer with a strong interest in Web Programming, Mobile Programming, and the Internet of Things (IoT). I have experience in organizing events and activities, ranging from high school to my current role in the student association at university. Additionally, I have hands-on experience in developing web and mobile projects.

WORK EXPERIENCE

Front End Developer, Android Developer   **Jun 2024 - Present**
Freelance Web and Mobile Developers   **Yogyakarta, Indonesia**

- Developed and deployed responsive websites using React, Tailwind CSS, and Bootstrap, delivering clean UI and consistent user experience across multiple devices.
- Built and maintained Android mobile applications using Kotlin, tailoring functionalities to client requirements across 3 distinct projects.
- Collaborated with designers and backend developers to define, design, and implement new features, improving project workflow and ensuring timely delivery.

Flutter Developer   **Aug 2024 - Oct 2024**
PT YLABS INOVASI INDONESIA   **Yogyakarta, Indonesia**

- Designed and implemented key features for a mobile application, including a borrowing system for items and rooms equipped with a dynamic calendar view that displays booked dates for better scheduling.
- Developed an integrated feature that allows users to UMKM products, enhancing visibility and accessibility for local entrepreneurs.
- Built the application using Flutter, focusing on modularity and maintainability to ensure long-term scalability.
- Collaborated in sprint planning and team discussions, contributing to the successful delivery of multiple feature sets within deadline and meeting user requirements.

EDUCATION

Bachelor Degree in Computer   **Sep 2021 - May 2025**
Universitas Teknologi Yogyakarta   **GPA:** 3.69
President of Himpunan Mahasiswa Informatika 2023/2024
Staff of Human Resource in UKM Olahraga 2022/2023

Majoring in high school science   **Jul 2018 - Jun 2021**
SMA Negeri 1 Sewon, Bantul, Yogyakarta
Head of Intra-School Student Organization (OSIS)

ORGANIZATIONAL & VOLUNTEER EXPERIENCE

President/Chairman   **Sep 2023 - Sep 2024**
Himpunan Mahasiswa Informatika   **Yogyakarta, Indonesia**

- Led and contributed to the improvement of the Informatics study program by initiating and supporting programs that enhanced student performance and strengthened accreditation outcomes.
- Coordinated and managed all events organized by HIMATIKA UTY, ensuring effective execution and maximized participation from students.
- Created, organized, and implemented 39 work programs across 5 divisions during one leadership period, achieving a 77% execution rate and significantly enhancing organizational effectiveness.

Staff of Research and Technology   **Sep 2022 - Sep 2023**
Himpunan Mahasiswa Informatika   **Yogyakarta, Indonesia**
Responsible for Flutter Bootcamp Event with 30 total participant
Runner Up Best Staff April - Mei periode HIMATIKA UTY 2023

Chairman   **Sep 2019 - Sep 2020**
Organisasi Siswa Intra Sekolah (OSIS)   **Yogyakarta, Indonesia**
Participate as a committee in every event at school

SKILLS

Programming Skills: Kotlin, Flutter, Javascripts, HTML CSS, TailwindCSS

Soft Skills: Problem Solving, Team Work, Communication, Leadership

CERTIFICATIONS

Data Engineering Professional Certication by **RapidMiner**   **Sep 2024**
Memulai Dasar Pemrograman untuk Menjadi Pengembang Software (Credential ID: QLZ9R8V8MP5D) by **Dicoding Indonesia**   **Sep 2023**
Kotlin Mobile Apps Development (Credential ID: 39412/493/SNBR/BOOTCAMP/VIII/2023) by **Sanbercode**   **Aug 2023**

PROJECTS

Hanna Chicks Mobile App   **Nov 2024 - Dec 2024**
- Designed and developed a food ordering mobile app for Hanna Chicks, a local ayam geprek restaurant, using Android Kotlin.
- Implemented order management features, allowing customers to view transaction history and choose from payment options such as COD, QRIS, or bank transfer.
- Created a user-friendly interface for customers to place orders and select pickup times, similar to popular platforms like GoFood and ShopeeFood, but without the delivery service.

Battery Monitoring System   **Apr 2024 - Aug 2024**
- Developed an IoT-based battery monitoring system using MQTT and WebSocket to deliver real-time data on SOC, SOH, voltage, current, and temperature to the user interface.
- Built a mobile app with Flutter to visualize and manage battery performance data in real-time, enabling quick decision-making for system maintenance.
- Integrated real-time data synchronization between IoT devices, web, and mobile platforms, ensuring up-to-date and accurate information across all devices.

Daily Coach Report Mobile Apps   **Jun 2024 - Jul 2024**
- Developed a mobile application for teachers to manage student data, including attendance, lesson plans, and daily meeting notes, using Kotlin.
- Designed and implemented features such as student management, lesson material management, and class schedules, ensuring efficient tracking and reporting for teachers.
- Collaborated with educators to gather requirements and optimize user interface design, creating a seamless experience for managing daily activities.
- Integrated attendance tracking and real-time notes for meetings, enabling teachers to easily record and monitor student progress.

Sistem Informasi Penjadwalan Pengiriman Barang   **May 2024 - Jun 2024**
- Designed and developed the user interface for the dashboard to display information about purchased items and shipment status, ensuring a seamless user experience.
- Integrated dynamic data visualization elements to showcase real-time updates on delivery schedules and order progress.
- Optimized front-end performance to ensure quick loading times and smooth interaction with users.
- Collaborated with back-end developers to implement APIs that retrieve and display accurate shipment and order data on the dashboard.

PUBLICATIONS

DETEKSI REAL-TIME KONDISI BATERAI MENGGUNAKAN SISTEM MONITORING BERBASIS PERANGKAT BERGERAK ⧉ on **Nov 2024 JINTEKS**