

# ABRAHAM KEFAS WILHAM

## MOBILE APPLICATION AND TECHNOLOGY



### CONTACT

📞 +62 895 1225 6908

✉️ [abraham.wilham@binus.ac.id](mailto:abraham.wilham@binus.ac.id)

### SKILLS

- Mobile App Developer
- Frontend Developer
- Teamwork
- Problem Solving

### ACHIEVEMENT

- 2nd Place, SoCS Hackathon 2023

### REFERENCE

#### Linkedin:

<https://www.linkedin.com/in/abraham-kefas-wilham/>

#### Website

<https://lufvy.github.io/Website-Portfolio/>



### PROFILE

I'm Abraham Kefas Wilham, an undergraduate student in Mobile Application and Technology from Binus University. With a strong focus on mobile app development, I have hands-on experience with Flutter, Kotlin, Unity, and web development, along with experience in several programming languages. I'm skilled in creating innovative and user-friendly applications. My academic journey has allowed me to try both front-end and back-end development, and I am passionate about leveraging technology to address real-world challenges. Committed to continuous learning, I am driven by a dedication to excellence in mobile technology.



### PROJECT

#### Rentify

2024

##### Frontend Development

- Developed Rentify, an app for renting furniture and other items using Kotlin and Android Studio.
- Enabled users to view and manage rental listings and track deliveries on a map.
- Implemented real-time data updates for rental transactions and item availability.
- Designed a user-friendly interface to improve the rental experience and manage item delivery.

#### Flokemon

2023

##### Frontend Developer, Backend Developer

- Developed Floekmon, an online shop application for Pokémon cards using Flutter and Android Studio.
- Created an admin panel that allows administrators to add new items and view transactions.
- Assisted with backend tasks, including integrating Pokémon data from a MySQL database into the app.
- Implemented a smooth and intuitive user interface to enhance the shopping experience and facilitate easy management for admins.

#### AR Vision

2023

##### Frontend Developer

- Developed AR Vision, an augmented reality game using Unity.
- Created an interactive experience where users scan cards to reveal landmarks and descriptions designed for children.
- Implemented AR features to enhance educational engagement and ensure a smooth, intuitive user experience.



### EDUCATION

#### Mobile Application and Technology

2022 - 2026

School of computer science | BINUS University

#### Mathematics and Natural Sciences

2019 - 2022

Bunda Hati Kudus Senior High School