

Muhammad Irfan Dzaky

Full Stack Web Developer

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About Me

I am a proactive and adaptable full-stack web developer with hands-on experience building web-based systems using modern frameworks such as Next.js and NestJS, combined with solid skills in JavaScript, PHP, and database management. Committed to effective communication and teamwork, I excel in collaborating with diverse teams to deliver high-quality, user-friendly applications. My recent project, DRIBBLE, a futsal booking management system, showcases my ability to learn rapidly, solve complex problems, and integrate new technologies efficiently. I'm proficient in self-learning, critical thinking, and leveraging AI tools to drive productivity and deliver impactful solutions. As an aspiring remote software engineer, I'm building a career that merges technical excellence with entrepreneurial vision in the tech industry.

Education

RevoU

February – August 2025

Full-Stack Software Engineer – Bootcamp

Completed RevoU's Full-Stack Software Engineer program, learning Next.js, NestJS, and PostgreSQL. Gained practical experience working in Agile teams, participating in code reviews, and building scalable, user-friendly web applications. Improved problem-solving and collaboration skills to contribute effectively to software projects.

Final Project: [DRIBBLE - Futsal Court Booking Management System](#)

Universitas Pembangunan Panca Budi

July 2020 – December 2024

GPA: 3.89/4.00

Bachelor of Computer Science

Thesis: Web-Based Management Information System Design for Internship Student Report Data for Mentor (Case Study: Department of Communication and Information Technology Medan)m

Working Experiences

Intern, Medan City Department of Communication and Informatics

May – September 2023

- Developed a web-based Management Information System, centralizing the intake of internship reports and streamlining mentor-student collaboration.
- Enhanced data accessibility and tracking efficiency; improved mentor–student collaboration via a unified platform.
- Participated actively in Agile ceremonies such as weekly stand-ups and code reviews to maintain high development standards.
- Post-design evaluation (n=5): UI intuitive (100%); 80% overall satisfaction; 60% requested reporting/grouping; 40% reported mobile issues.

Project Experiences

DRIBBLE, RevoU

June – August 2025

This project was my final assignment at RevoU, creating an innovative futsal court booking platform to replace inefficient manual systems and help users easily view schedules, make bookings, and manage reservations. I independently designed and developed both the front-end using Next.js for dynamic and responsive interfaces and the back-end with NestJS ensuring scalable performance. Following Scrum methodology, I iteratively improved the system and used Postman and Swagger for thorough API testing. The platform includes key features like user registration and login, real-time schedule viewing, booking functionality, and admin/owner dashboards for better operation management. Future plans include mobile app development, real-time notifications, and payment gateway integration to enhance user experience and security.

Kos-Kosan gg. Family No.3, Freelance

February – July 2025

This freelance web-based system simplifies boarding house management by digitizing room availability, bookings, and payment processes, addressing traditional inefficiencies like manual booking and poor communication. As the lead front-end developer, I built the interface with HTML, CSS, and JavaScript, while my teammate handled the PHP back-end, collaborating closely using Scrum for agile progress. My contribution included front-end design, integration support, testing, and refining features based on user feedback. Core features are real-time room availability display, an online booking system, and alert notifications for errors. Planned improvements target mobile accessibility, instant booking updates, and secure payment channels to boost usability.

Absensi SDN 064037, Freelance

February – July 2025

Developed as a freelance project, this web app digitizes student attendance, class scheduling, and academic tracking to replace error-prone manual records, providing teachers and administrators with a user-friendly platform. I primarily focused on front-end design and development using HTML, CSS, and JavaScript, contributing also to backend functions built with PHP and MySQL. Following Scrum methodology, we continuously improved the system with testing and feedback. Features include teacher login, attendance recording, grade input, and access to historical student data. Future enhancements could add automated reports, parent portals, enhanced security, and analytics for student performance trends.

Additional Information

Technical Skills:

- **Languages:** Javascript, Typescript, PHP
- **Framework/Libraries:** Tailwind CSS, Next.js, NestJS, Prisma ORM
- **Databases:** PostgreSQL, MySQL
- **DevOps & Infrastructures:** Github Action, Railway, Vercel, Supabase
- **Tools:** VS Code, Git, Github, npm, Postman, Swagger, Dbeaver, Figma, Jest
- **Concepts:** REST API, Responsive Design

Soft Skills: Teamwork, Collaboration, Communication, Critical Thinking, Problem-Solving, Adaptability

Language: Bahasa Indonesia (Native), English (Professional Proficiency)

Certification: 1. [Certificate of Achievement – Full Stack Software Engineering, Issued by RevoU](#)

30th Aug 2025