

NAUFAL FIKRI HAKIM

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Naufal is a dedicated penultimate-year computer science student with a keen interest in software engineering. He is an adept problem solver who is passionate about building innovative web and mobile applications. With hands-on experience in diverse technologies such as ReactJS, Flutter, Kotlin, NextJS, Spring Boot and Django, he is proven to be a versatile team player capable of adapting to new challenges. Through his experiences, Naufal possesses critical thinking skills and is highly motivated to enhance his skills through new opportunities.

Education Level

Universitas Indonesia - Depok, Indonesia

Aug 2021 - Jul 2025 (Expected)

Bachelor Degree in Computer Science, 3.45/4.00

Bangkit Academy

Feb 2024 - Jul 2024

Android Development Cohort

Work Experiences

Telkom Indonesia

Apr 2024

Back-end Developer Intern

- Worked on the Integrated Digital Operation team to improve Telkom Group customer service monitoring system by implementing new features and fixing existing bugs.
- Worked closely with the frontend team to design and implement RESTful APIs using Restify (Node.js), enabling seamless communication between the frontend and backend.

PT. Bank Mandiri (Persero) tbk.

Jul 2023 - Sep 2023

Software Engineer Intern

- Designed and implemented systems for government applications using Java Spring Boot, Redis, and HikariCP.
- Optimized website performance by implementing asynchronous image loading method, resulting in a 50% decrease in load time.
- Worked closely with the System Analyst team to translate requirements into feature-rich, reusable, and maintainable code.
- Conducted comprehensive manual software testing protocols to verify and enhance product quality, ensuring optimal performance and user satisfaction.

COMPFEST

Mar 2023 - Nov 2023

Head of Software Engineering Academy

- Led and supervised a team of 15 highly skilled Software Engineering Academic staff members, achieving exceptional outcomes in program delivery.
- Managed and coordinated a dynamic 3-week Software Engineering Bootcamp event, ensuring participants gained proficiency in cutting-edge software engineering concepts and practices.
- Designed and supervised the development of challenging final projects in web and mobile development, showcasing participants' acquired skills and producing impressive results.

Faculty of Computer Science, Universitas Indonesia

Aug 2022 - Dec 2022

Teaching Assistant for Programming Foundation 2

- Collaborated with the lead instructor to plan and deliver lessons on Java fundamentals and OOP principles.
- Assisted students with their assignments, offering explanations, code debugging, and problem-solving strategies to enhance their understanding and improve their programming skills

Faculty of Computer Science, Universitas Indonesia

Feb 2022 - Jul 2022

Peer Tutor for Programming Foundation 1

- Conducted weekly tutoring services to students in the programming foundations course, emphasizing proficiency in Python.
- Supported students with assignments, projects, and coding exercises, offering guidance and constructive feedback to enhance their learning experience.

Skills

- **Proficient:** Java(Spring Boot), Python(Django), JavaScript(Node.js, React, Next.js, Express.js), TypeScript, Dart(Flutter), Git, PostgreSQL
- **Familiar:** HTML & CSS, Docker, Kotlin, Google Cloud(GCP), PHP, Go
- **Language:** English (DET: 135/160)