NGATOUR ROHMAN

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I am a highly motivated and enthusiastic Computer Engineering student with a strong interest in technology, particularly in the fields of web and mobile programming. I have experience developing mobile applications using Kotlin and designing UI/UX with Figma.

I am also familiar with programming languages such as Kotlin for mobile application development and PHP for backend development on web applications. Always eager to learn new things to create innovative solutions in the digital world.

EDUCATION

Indraprasta PGRI University

Computer Engineering – GPA 3.55   2021 – Present

- Relevant Courses: Algorithms, Programming (Pascal, Java), Digital Systems, Computer Networks, Data Structures, Information Systems, Database Systems, Human-Computer Interaction, Visual Programming, Advanced Web Programming, Data Mining, E-Commerce, Computer Security, Computer Graphics, Image Processing, and Artificial Neural Networks.

EXPERIENCE

Student Creativity Program (PKM-KC)   May 2024 – July 2024

- Designed UI/UX for applications using Figma
- Developed functional application systems
- Created engaging promotional posters

MSIB Batch 5 (Independent Study)   August 2023 – December 2023

Bangkit Academy - Android Learning Path
Google, Gojek, Tokopedia, & Traveloka

- Developed Android Applications
- Implemented Google Technologies in real projects
- Utilized Agile & Scrum Methodologies for project management
- Created Capstone Project

TECHNICAL SKILLS

- Programming Languages: Kotlin, Java, PHP, Python, SQL
- Software: Android Studio, NetBeans, Visual Studio Code, Matlab
- UI/UX Design: Figma
- Project Management & Collaboration: GitHub
- Microsoft Office: Word, Excel, PowerPoint

PERSONAL SKILLS

- Good communication skills
- Teamwork
- Creativity and innovation
- Passive English proficiency