Muhammad Iqbal Nurhaq

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EDUCATION

Telkom University Aug 2022 - Present
Bachelor of Software Engineering — Bandung, Indonesia *GPA: 3.86*

WORK EXPERIENCE

Siemens June 2025 – September 2025
Software Engineering Intern *Jakarta, Indonesia*
- Developed and executed automated tests using **PyTest** to ensure **100% accuracy** of a diff checker script for **critical SCADA data**
- Supported a 2 month Point-to-Point (P2P) functional testing phase, **verifying 100+ data points** between legacy systems and new SCADA software, improving data reliability during system migration
- **Implemented Behavior-Driven Development (BDD)** testing using **Behave (Python),** developing 50% of the automated test scripts to validate a digitalized Point-to-Point testing form, ensuring reliability and compliance with project requirements

Hardware Embedded Systems Laboratory May 2025 – Present
QA/Logistics Laboratory Assistant *Bandung, Indonesia*
- Performed **end-to-end manual testing** across all website features to verify functionality, usability, and data accuracy, and **developed 100% of automated test cases** using **Katalon Studio** to streamline regression testing
- Performed **load testing** with **JMeter** to assess system reliability for **100+ concurrent users**
- Validated **100+ inventory records** across physical assets and digital databases, **ensuring 100% data consistency** within the web application

Chevalier Laboratory Jan 2024 – Dec 2024
Game Development Division Member *Bandung, Indonesia*
- Led QA efforts for **CUT-CUT ROADRAGE,** a desktop game project, coordinating a **team of 3 developers** and conducting **user experience testing with 5 target players** to refine gameplay flow and usability
- Created and implemented **multi-phase test plans** to validate core functionality, stability, and performance, identifying and resolving **15+ issues** prior to release
- **Identified, documented, and tracked software defects** to ensure timely resolution and high-quality delivery, contributing to the project's **"Best Rating" award** in the **Game Development** division

PROJECTS

CERDIK | *Mobile App* **Flutter | Laravel API | Flutter Test**
- Developed **manual and automated test cases** using **black-box and white box testing methods,** and implemented **automation scripts with Flutter** to ensure application reliability
- Executed **User Acceptance Testing (UAT)** with **20 participants** including **10 patients** and **10 medical professionals** to validate usability and functionality across user roles
- Developed and maintained **Laravel-based RESTful APIs** using **PHP** to handle all data transactions between the frontend and backend systems

Pargantara: The Untold Stories | *Mobile Game* **Unity | Aseprite | Beepbox**
- Developed a **full-stack roguelike gacha game** in **Unity,** blending **Javanese folklore themes** with procedural gameplay and collectible mechanics to enchance cultural storytelling through interactive media

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL, JavaScript, HTML/CSS, Typescript, C#, Flutter, PHP, Go
Developer Tools: JIRA, Postman, Git, Trello, Zapier, N8N
Libraries/Frameworks: Cucumber, Behave (Python), Katalon Studio, Cypress, Playwright