Muhammad Iqbal Nurhaq

+6281322400043 | iqbalnur2009@gmail.com | linkedin.com/in/muhammad-iqbal-nurhaq-99b2a1297/ | github.com/Nurhax

EDUCATION

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

WORK EXPERIENCE

Agate   Nov 2025 – Feb 2026
Quality Assurance (Game Tester) Intern   *Bandung, Indonesia*

- **Identified and documented 10+ critical-severity bugs** impacting core gameplay loops and exploration, ensuring critical fixes were implemented prior to the next stage of development
- **Executed comprehensive manual testing across multiple game builds**, validating stability, collision, and mechanics to ensure seamless user experience
- **Managed and optimized a suite of test cases** for regression and functional testing, increasing test coverage and reducing redundant testing efforts b y 50%

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

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