

ADRIAN YUSUFA RACHMAN

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[Portfolio](#)

Software Engineering graduate with strong interests in front-end web and mobile development. Skilled in HTML, CSS, JavaScript, Python, SwiftUI, and frameworks such as Flutter and Tailwind CSS. Highly motivated to continue learning and eager to contribute to real-world projects.

WORKING EXPERIENCES

Apple Developer Academy @ BINUS - Bali (Indonesia)

February - December 2025

Junior iOS Developer

- Developed multiple iOS, iPadOS, MacOS apps using Swift, SwiftUI, and related Apple Technologies.
- Worked in agile, multicultural teams as the primary front-end developer, implementing UI designs, integrating backend features, and ensuring smooth functionality. Prioritized user-validated solutions through continuous prototyping and testing.
- Projects:
 - **RideCheck** - iOS vehicle health tracker app
 - Engineered a battery-efficient auto-tracking system leveraging CoreLocation, CoreMotion, and MapKit, utilizing Significant Location Changes (SLC) and Geofencing to background-track vehicle usage with minimal power drain. Built a scalable UI/UX, implementing adaptive views that supports legacy iOS versions up to the latest.
 - Collaborated on full product lifecycle, from creating user flows and wireframes, managing code merges and resolving conflicts via GitHub to AppStore deployment.
 - Achieved viral market success, garnering 3,200+ organic downloads and 11,000+ impressions (29%+ conversion rate) via social media marketing, resulting in active revenue generation and a 5-star App Store rating. Presented product roadmap and technical architecture directly to the Deputy Minister of Komdigi, validating the solution's potential at a national level.
 - **SwiSekai** - macOS Swift learning platform
 - Designed and deployed a native Swift learning app to the Mac App Store.
 - Architected user flows, built responsive SwiftUI interfaces for dynamic window sizing, and integrated AI APIs for real-time content generation.
 - **AI Journal** - iPadOS AI-powered journaling tool
 - Built an offline, AI-assisted journaling tool using Apple MLX to perform on-device LLM functionalities.
 - **BomBocLat** - iOS pixel-themed bomb passing game.
 - Designed and developed a pixel-art game using SpriteKit for mechanics and SwiftUI for the UI layer.
 - Managed the full product lifecycle from ideation to TestFlight deployment.

NEXSYS-ONE - Dubai (United Arab Emirates)

January - February 2025

Master User Intern

- Mastering system administration of NEXSYS-ONE software.

Mediawave - Reporthink.ai - Jakarta (Indonesia)

July - December 2024

Front-End Intern

- Collaborated with a team to convert given template designs into a clean and design-accurate HTML/CSS pages.
- Supported front-end development for the main website under the guidance of a senior developer.
- Resulted in around 80 HTML/CSS templates, with several front-end pages implemented in the live production website.
- Project:
 - **Reporthink Template Editor:** A live, web-based reporting template editor that allows users to customize provided templates to fit their needs. Supports editing text, styles, layouts, and design elements, with features to save progress and export the final result as a PDF.

Mentari IGNIGHT - Tangerang (Indonesia)

January 2020 - 2021

Volunteer

- Co-organized the large-scale, 1000+ participants, inter-school IGNIGHT sport competition and assisted in organizing the IGNIGHT Concert, which invited the popular band “Reality Club” to perform.
- Assisted in organizing both event from start to finish, assisted in gathering sponsorship and became one of the operational teams.
- Resulted in a successful sponsored sport and concert event with satisfied participant.

ORGANIZATIONAL EXPERIENCES

Prog{r}amming 5.0

August 2022-2023

Facilitator (5.1, 5.2, 5.3)

- Creating & compiling an easy-to-understand intermediate level coding game module for around 16-18 participants.
- Presenting and teaching materials, providing discussion forums with participant, assisting in creating the coding-based game.
- Accomplished a smooth-running event with satisfied participants.

Fortune Cup

August - October 2021

Facilitator

- Organized and planned a public gaming tournament of around 40 participants.
- Coordinating with other divisions to ensure a successful gaming tournament.
- Resulted in a successful and flawless gaming tournament.

Math Fun Day

April - June 2020

Facilitator

- Developed and organized mathematical games for a school Math Fun Day of around 100 participants.
- Delivering learning materials and facilitating the ongoing games.
- Successfully delivered a smooth-running mathematical game.

MISB High Picnic (ISCI)

May - August 2019

Facilitator

- Designed and developed games for participants at a large-scale picnic event of around 400 - 500 participants.
- Coordinated and supervised ongoing games.
- Successfully executed a seamless event, leaving high participant satisfaction.

EDUCATION LEVELS

Universitas Prasetiya Mulya - Indonesia

2021 - 2025

Major: Software Engineering

Current GPA (3.51 / 4.00)

Mentari Intercultural School Bintaro - Indonesia

2017 - 2021

International Baccalaureate Diploma Program

- Total IB points (30/45)

Cambridge IGCSE (International General Certificate of Secondary Education)

Achievements: Award Of Excellence (most improved in a subject), Placed 1st in a video making competition, Award Of Excellence (Citizenship), Excellence award (Best Project), Certification of Appreciation (Most Behaved).

CONFERENCES

Konferensi Ilmu Sosial dan Ilmu Politik (KISIP)

2024

Participant

- Participated in a social and political science conference at KISIP held at Auditorium CSIS, Jakarta, on January 17th-18th, 2024.
- Created a data poster about Twitter discourse on the recent presidential election with the theme of multifaceted responses to election disinformation.
- Presented a data poster at KISIP.

SKILLS

Hard Skills

- Languages: Python (Intermediate), HTML & CSS (Intermediate), C++ (Beginner), SwiftUI (Beginner), Dart (Beginner), SQL (Beginner), JavaScript (Beginner)
- Software: Visual Studio Code, Xcode, WordPress, Android Studio, GitHub, NodeXL, Figma, Canva, Miro, Confluence, Microsoft Office
- Framework: Tailwind CSS, ReactJS, Flutter, Django, Pandas, Agile Methodology.

- **Soft Skills:** Problem solving, Critical Thinking, Analytical, Time management, Teamwork, Communication, Resilience

- **Language:** Indonesian (Native), English (Full professional proficiency), Japanese (Elementary proficiency)

- **Other skills:** Software Project Management, Research