

AINUR ROHMAN



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Ainur Rohman



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SUMMARY

My name is Ainur Rohman, I have strong product management skills experience, especially Revamp App Development in tech industry (Startup/Software House). I am deeply interested in Information Technology (IT), especially project/product management for depth in 2 years, through in internship, real case studies, bootcamp, training, education, and several projects. I am interested in learning new things, highly requirement analytical, data-driven, leadership cross-functional team, skilled in project/product management (IT, AI, and IoT), waterfall and Agile (Scrum) project/product management (SDLC) and prioritization in Startup, business process analysis, and design thinking. I am seeking project or product manager. Now, I am trying to breakdown & analysis the various digital product/project in the market.

EXPERIENCES

Assistant Project/Product Manager

(May 2024–Sep 2024)

PT Sekawan Media Informatika – Malang, Indonesia

- Led the revamp app project, managing a cross-functional team of 4 members plus the Product Manager to monitor sprint times and discuss and align perceptions of targets, reports, and obstacles in task execution
- Worked closely and conducted Requirement Analysis/User Story/Acceptance Criteria with system analysts/architects, breaking down a 1.5-month timeline into 1 deliverable phase to revamp development.
- Collaborated and worked closely with the Product Manager and Developers, overseeing the UI redesign process that improved front-end performance and discussed with the Backend Developer regarding the blueprint (RestAPI) to be consumed by the Frontend Developer.
- Worked closely with QA testers on 25+ test cases (covering 4-5 sidebar menus), reducing bug issues after development by 15-25% (4 out of 16 menus of the overall lifecycle)
- Assisted in SCRUM methodology (sprint planning sessions, daily standups, and sprint reviews), maintaining an on-time delivery rate of 90% across all sprints.
- Created feature comparison documentation (old development vs. new development) and new data documentation in preparation for the marketing team, system analyst, and project manager for the client demo
- Created and adjusted BPMN (business process modeling and notation) diagrams, supporting and optimizing core business processes to help the Product Manager in making changes, reducing the Product Manager's workload by up to 75%.
- Created roadmaps, timelines (Gantt charts), tracked progress using S-curves and burn down charts, and monitored developer workload while adjusting tasks as needed in Google Sheets and Notion to improve features according to the UI design and address project delays.
- Managed a backlog/task list of over 40 tasks in the revamp project + tackled the obstacles, ensuring timely discussion and delivery to developers, which improved delivery timelines.
- Generated weekly reports tracking team progress, reducing communication gaps, and improving transparency to meet the Product Manager's expectations with a score of 8.5 out of 10
- Manual Tested the app (development, staging, and demo), created bug reports, and delivered them to the developers, ensuring that the app was free from bugs and ready for demo to potential clients (leads)
- Onboarded and mentored 6 new team members with assistance from the Product Manager, reducing ramp-up time to blend with the team and task until 80%

Project Manager (UI/UX Team Project)

[Link](#)

(Feb 2024 - Mar 2024)

PT. Lentera Bangsa Benderang (BINAR Academy) - Jakarta, Indonesia (Online)

- Applied PM workflow: initiation, planning, execution, monitoring or control, and closure.
- Demonstrated assertive leadership in overseeing the project team, from conducting meetings to task management and facilitating effective communication among team members.
- Created a wireframe, mockup, and prototyping redesign/revamp mobile JKN app with my team (Mobile JKN Revamp).

Final Project: Product Management

[Link](#)

(Des 2022–Jul 2023)

Institut Teknologi Adhi Tama Labs – Surabaya, Indonesia

- Planned a research, developed, and managed the final project with waterfall development or the scientific method.
- achieved the performance of prototype drowsiness detection and achieving the error average of detection time of 9,11% as success metrics (Monitoring and evaluating key project/product metrics).
- Communicated with empathy with my supervisor and presented and communicated to stakeholders using storytelling techniques.

AI Researcher for Potential Product

[Link](#)

(Nov 2021–Dec 2022)

Indonesia AI – Depok, Indonesia (Remote)

- Researched various topics related to AI research papers
- Planned, researched, and developed a leaf disease detection system for rice using Convolutional Neural Networks (CNN).
- Planned with my team, the implementation of the research findings into a possible product for real-world application like education, agriculture, etc.

EDUCATION

Institut Teknologi Adhi Tama Surabaya - Surabaya, Indonesia

(Sept 2020 - Dec 2023)

Bachelor of Engineering (S.T), Faculty of Electrical Engineering & Information Technology

- Relevant coursework: system thinking, design thinking, data analysis, statistics & probability, artificial intelligence, algorithm and programming, database programming, waterfall methodology, business and entrepreneurship, industrial managementand concept of technology

Binar Academy - Jakarta, Indonesia (Online)

(May 2022 – Jun 2022)

Product Management Bootcamp

[Link](#)

- Studied product management, software development life-cycle, agile, business model canvas, user persona, customer journey mapping, eisenhower matrix, data analytics, product management action plan, Product Requirement Document (PRD), user and customer experience, generate new ideas

SKILLS

- Project and Product Management
 - Business Process Diagram & Lean Canvas
 - Revamp App Development
 - Leadership, Collaboration (Cross Functional Team) & Communication
 - Strategic Roadmap (Product Roadmap)
 - Report and Tracking Progress/Task List
 - Product Development (Product & Sprint Backlog)
- Product Requirement Document (PRD) and Software Requirement Specification (SRS)
 - Design Thinking & Double Diamond
 - QA/QC Testing, Test Case, Bug Report & Tracking
 - Agile (SCRUM Framework) Development
 - Tools: Trello, Google Workspace, Notion, Figma, Draw.io (Diagrams.net), Jira, Asana