ROYHAN

Medan, Indonesia | Phone: 0877-6566-7855 | Email: royhan090304@gmail.com
https://www.linkedin.com/in/royhann/

SUMMARY

Informatics Engineering student at Budi Darma University with special interest in Android development. Have technical knowledge in Dart, Kotlin, Python, and Java programming. Actively contributing as a Flutter teacher in the Budi Darma Programming Club Organization, adding to my experience in learning and applying technology.

ORGANIZATIONAL EXPERIENCE

Budi Darma Programming Club (BPC) – Medan, Indonesia

Flutter Teacher (Okt 2022 – Sekarang)

- Leader of the Budi Darma Programming Club BPC organization.
- Teaching the basics and fundamental principles of the Flutter framework.
- Demonstrating UI/UX learning using Figma and applying it to Flutter application development.
- Responsible for overseeing the final project that applies all learning concepts.
- Speaker in the "Beginner's Guide to Mobile Application Development (Flutter)" Workshop, where I delivered a basic understanding of the Flutter framework and the use of Firebase.

EDUCATION

Universitas Budi Darma (2021- Sekarang)

Informatics Engineering

- Grade Point Average (GPA): 3.62
- Participate in organizational activities (BPC) and become a Flutter Teacher

SMA SWASTA ERIA MEDAN (2017 - 2021)

Natural Science

TRAINING

Bangkit Academy 2023 By Google, GoTo, Traveloka (Agu 2023 - Des 2023)

MSIB Batch 5 : Android Learning Path

- Learn the basics of Kotlin programming and Android Studio libraries, especially Jetpack Compose.
- Understand API concepts and implement them in Android projects.
- Implement Machine Learning models using Tf Lite into Android projects.
- Served as a Product Manager in the capstone project team responsible for the project "Wild Nest", A wild plant and poisonous plant detection application. In my final project, I developed the app using Kotlin programming language. The app incorporates models from machine learning and uses Google Cloud storage as a database.

INFINITE LEARNING (16 Feb 2024- 30 Jun 2024)

MSIB Batch 6: Android Mobile Development & UIUX Design

- Understand the basics of Kotlin programming language and Android Studio libraries, especially Jetpack Compose.
- Understand the concept of APIs and have implemented them in Android projects.
- Learn Cyber Security to improve user data protection, prevent security attacks such as hacking and malware, and ensure the overall security of Android applications.
- Learned Cloud Computing for integration of services such as Google Maps in Android apps, as well as to improve data storage, scalability, and app security.
- I served as the mobile development team leader in my capstone entitled "Nusa Guide", a tour guide booking application. My main tasks included slicing UI from Figma designs created by the UI/UX team, connecting the project to Firebase, and integrating APIs from the backend team to ensure smooth app functionality.

SKILLS

- **Programming Language:** Dart, Java, Kotlin, Python.
- **Framework and Library:** Flutter, Jetpack Compose.
- **Database:** Firebase, Room.
- **Tools:** Figma, Android Studio, Visual Studio Code, Postman.
- **Version Control:** Git, Github.
- **Interests:** Mobile Development, Software Development