

# **Andika Saktidana Hernadi**

**Mobile Developer | Front-End Engineer | Informatics Student**

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Malang, Indonesia 65141

Undergraduate Informatics Engineering student at Universitas Brawijaya focused on front-end and mobile development, experienced in Flutter, Jetpack Compose, React, React Native, and Next.js, with Firebase, Supabase, and UI/UX design skills.

## **Education**

<b>Sarjana Ilmu Komputer   Teknik Informatika</b> Universitas Brawijaya – Malang City, Indonesia	<b>August 2023 – Present</b>
<b>Jurusan Matematika dan Ilmu Pengetahuan Alam</b> SMA Brawijaya Smart School – Malang City, Indonesia	<b>June 2020 – April 2023</b>

• Organization: Raion Community 2024/2025 – 2025/2026.  
• GPA: 3.8/4.00

• Included in the “Top 20” eligible students for the National University Entrance Selection (SNMPTN).  
• Organization: Science Olympiad.  
• Average report score: 86/100.

## **Experiences**

<b>Laboratory Teaching Assistant – Data Structures &amp; Algorithms</b> Fakultas Ilmu Komputer, Universitas Brawijaya	<b>September 2025 – Present</b>
• Assisting students in understanding data structures and algorithm concepts. • Supporting the preparation and evaluation of practical sessions. • Assisting approximately 32 students in understanding data structures and algorithm concepts.	
<b>Mobile Application Developer</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	<b>March 2025 – Present</b>
• Developing mobile apps using Flutter with focus on scalable architecture and clean UI/UX. • Contributed to the development of Serenia, a mental well-being app. • Learning Jetpack Compose and Kotlin for Android development.	
<b>Staff Innovation of Technology</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	<b>Feb 2025 – Present</b>
• Serving as Co-Lead of Game Management under the Innovation of Technology division. • Managing and maintaining Raion Community official itch.io page. • Promoting members' projects to enhance exposure within campus communities.	
<b>Vice Head of Publication, Documentation, and Design Porsimaba 2025</b> BIOS, Fakultas Ilmu Komputer, Universitas Brawijaya	<b>September 2025 – November 2025</b>
• Coordinated and supervised the publication, documentation, and design division to ensure consistent visual identity across all media. • Collaborated with cross-divisional teams to align design outputs with event objectives and timelines. • Reviewed and provided feedback on visual materials to maintain quality and branding standards.	
<b>Staff Publication, Documentation, and Design</b> MMD FILKOM UB 2025, Fakultas Ilmu Komputer, Universitas Brawijaya	<b>July 2025 – August 2025</b>
• Assisted in managing documentation during community activities conducted in Desa Maguan, Kecamatan Ngajum, Kabupaten Malang, ensuring accurate and timely media coverage. • Created visual content including posters, social media assets, and event documentation to support program outreach. • Assisted in managing documentation during activities, ensuring accurate and timely media coverage.	
<b>Game Artist</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	<b>April 2024 – January 2025</b>

- Designed character visuals, environments, and animations to enhance storytelling and player immersion.

## Skillset

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### Technical Skills

- Programming Languages: Kotlin, JavaScript, TypeScript, Python, Dart
- Mobile Frameworks: Jetpack Compose, Flutter, React Native
- Web Front-End Frameworks: Next.js, React
- Backend & Database (BaaS): Firebase, Supabase
- UI/UX Design: Figma, Canva
- Version Control: Git, GitHub
- Software Engineering: Clean Architecture, RESTful API Integration

### Soft Skills

- Team Collaboration
- Communication
- Responsibility
- Adaptability
- Creative Problem Solving

### Languages

- English (Upper-Intermediate)
- Bahasa Indonesia (Native)

## Achievements

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- 3rd Place – Technoday Hackathon UNNES 2025.
- Finalist – Top 15 of 42 participants in IFest UNPAD Hackathon 2025.