

# Andika Saktidana Hernadi

## Software Engineer | Informatics Student

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Software Engineer and Informatics Engineering undergraduate with experience in backend, mobile, and front-end development. Skilled in Flutter, Jetpack Compose, React, REST API integration, and PostgreSQL. Experienced in building scalable applications and collaborating in team-based projects.

## Education

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

• Organization: Raion Community 2024/2025 – 2025/2026.  
• GPA: 3.80/4.00

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

## Experiences

<b>Back End Developer Mentee</b> Maxy Academy	January 2026 – Present
• Implemented backend fundamentals using Laravel, building RESTful APIs with MVC architecture, database integration (Eloquent ORM), and structured business logic.	
<b>Vice Chief of Infrastructure Technology</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	January 2026 – Present
• Led and managed community digital infrastructure, overseeing platforms, onboarding workflows, and technical training to standardize collaboration tools.	
<b>Mobile Application Developer</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	March 2025 – Present
• Developed multiplatform and native Android applications using Flutter and Jetpack Compose, applying scalable architecture and modern UI/UX principles.	
<b>Staff Innovation of Technology</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	Feb 2025 – Dec 2025
• Co-led game management initiatives, managing official Itch.io distribution and promoting members' projects for wider campus exposure.	
<b>Laboratory Teaching Assistant – Data Structures &amp; Algorithms</b> Fakultas Ilmu Komputer, Universitas Brawijaya	Sept 2025 – Dec 2025
• Facilitated practical learning sessions, assisting ~32 students in understanding data structures and algorithmic problem solving.	
<b>Game Artist</b> Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya	Apr 2024 – Jan 2025
• Designed game visual assets, creating characters, environments, and animations to enhance player immersion.	

## Skillset

**Skills:** JavaScript, TypeScript, Kotlin, Dart | Flutter, Jetpack Compose, React, Next.js | REST APIs, Node.js, Firebase, Supabase, PostgreSQL | Git, Postman, Vercel | Clean Architecture, MVC

**Soft Skills:** Collaboration, Communication, Responsibility, Adaptability, Problem Solving

**Languages:** English (Upper-Intermediate), Bahasa Indonesia (Native)

## Achievements

- 3rd Place – Technoday Hackathon UNNES 2025.
- Finalist – Top 15 of 42 participants in IFest UNPAD Hackathon 2025.
- Finalist – Top 5 IT FEST UMK Web Development Competition.