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

Sarjana Ilmu Komputer | Teknik Informatika   **August 2023 – Present**

Universitas Brawijaya – Malang City, Indonesia

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

Jurusan Matematika dan Ilmu Pengetahuan Alam   **June 2020 – April 2023**

SMA Brawijaya Smart School – Malang City, Indonesia

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

Experiences

Mobile Application Developer   **March 2025 – Present**

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.

Staff Innovation of Technology   **Feb 2025 – Present**

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.

Laboratory Teaching Assistant – Data Structures & Algorithms   **September 2025 – December 2025**

Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.

Vice Head of Publication, Documentation, and Design Porsimaba 2025   **September 2025 – November 2025**

BIOS, Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.

Staff Publication, Documentation, and Design   **July 2025 – August 2025**

MMD FILKOM UB 2025, Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.

Game Artist   **April 2024 – January 2025**

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

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

Skillset

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

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