Andika Saktidana Hernadi

Mobile Developer | Front-End Engineer | Informatics Student

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Malang, Indonesia 65141

Undergraduate Informatics Engineering student at Universitas Brawijaya with a strong focus on front-end and mobile development. Specializing in Flutter, React, Kotlin, and Supabase with complementary UI/UX design skills. Passionate about developing scalable, user-centered applications while adhering to software engineering best practices.

Education

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

Universitas Brawijaya – Malang City, Indonesia

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

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

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

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.

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 indie game and campus communities.

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

- Front-End Development: React, Flutter, Kotlin, Supabase
- UI/UX Design: Figma, Canva
- Version Control: Git, GitHub
- Software Engineering: Clean Architecture, Supabase RESTful Integration

Soft Skills

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

Languages

- English (Professional Fluency)
- Bahasa Indonesia (Native)

Achievements

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