

# Andika Saktidana Hernadi

## Software Engineer | Informatics Student

+6281459159179 | [dikahernadi@gmail.com](mailto:dikahernadi@gmail.com) | [linkedin.com/in/andika-hernadi](https://www.linkedin.com/in/andika-hernadi) | <https://andikasaktih.vercel.app/>

Malang, Indonesia 65141

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

### 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 (SNBP).
- Organization: Science Olympiad.
- Average report score: 86/100.

## Experiences

### Back End Developer Mentee

January 2026 – Present

Maxy Academy

- Implemented backend fundamentals using Laravel, building RESTful APIs with MVC architecture, database integration (Eloquent ORM), and structured business logic.

### Vice Chief of Infrastructure Technology

January 2026 – Present

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- Led and managed community digital infrastructure, overseeing platforms, onboarding workflows, and technical training to standardize collaboration tools.

### Mobile Application Developer

March 2025 – Present

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- Developed multiplatform and native Android applications using Flutter and Jetpack Compose, applying scalable architecture and modern UI/UX principles.

### Staff Innovation of Technology

Feb 2025 – Dec 2025

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- Co-led game management initiatives, managing official Itch.io distribution and promoting members’ projects for wider campus exposure.

### Laboratory Teaching Assistant – Data Structures & Algorithms

Sept 2025 – Dec 2025

Fakultas Ilmu Komputer, Universitas Brawijaya

- Facilitated practical learning sessions, assisting ~32 students in understanding data structures and algorithmic problem solving.

### Game Artist

Apr 2024 – Jan 2025

Raion Community, Fakultas Ilmu Komputer, Universitas Brawijaya

- 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.