

Syaikhasril Maulana Firdaus

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SUMMARY

Informatics student at Universitas Sebelas Maret with a GPA of 3.7/4.0, aspiring to build a career in Software Engineering and Web Development. Proficient in Java, C++, and Python, with practical experience in IoT, Robotics, and Object-Oriented Programming. Passionate about developing efficient solutions for real-world problems through clean code and algorithmic thinking. Open to networking and professional opportunities in the technology sector.

EDUCATION

Universitas Sebelas Maret

Bachelor of Informatics (Current Semester: 3)

Surakarta, Indonesia

Exp. Graduation: 2028

- **GPA:** 3.70 / 4.00
- **Relevant Coursework:** Object Oriented Programming, Data Structures, Algorithms, Web Development Basics.

EXPERIENCE

Robotika UNS

Programmer (Part-time)

Surakarta, Indonesia

Oct 2024 – Present

- Developed and optimized control algorithms for autonomous robots using C++ and Arduino/ESP32 microcontrollers.
- Collaborated with mechanical and electrical teams to integrate sensors and actuators, ensuring high precision for the Kontes Robot Indonesia (KRI) competition.
- Debugged and maintained legacy code to improve robot response time and stability during maneuvers.

FIRA Indonesia Open 2025

Volunteer Assistant (International Robosport Tournament)

Surakarta, Indonesia

Jun 2025

- Served as a Technical Assistant Judge for the Line Follower category, ensuring strict adherence to international competition rules.
- Assisted in troubleshooting technical issues on the field and managed the flow of participants for over 20+ competing teams.
- Facilitated communication between international participants and the jury panel.

PROJECTS

Recycopter Game | Java, Gradle, LibGDX

Nov 2025

- Developed an endless arcade simulation game for the Final Project of Object Oriented Programming course.
- Implemented core game mechanics involving vehicle control (helicopter and boat) to simulate environmental cleanup tasks.
- Designed an upgrade system and level progression logic using Java classes and inheritance.
- Utilized Gradle for dependency management and LibGDX framework for cross-platform rendering.

TECHNICAL SKILLS

Languages: Java, C++, Python, SQL, HTML/CSS, JavaScript.

Frameworks Tools: LibGDX, Arduino IDE, Git/GitHub, VS Code, Linux (Command Line).

Soft Skills: Problem Solving, Team Collaboration, Critical Thinking, Time Management, Adaptability.