

Zhafran Hafizh Izdiyar Riyadi

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As a software engineering student at Telkom University, I have developed a passion for technology and a desire to learn more about the latest trends and innovations in industry. Although I don't have any work experience yet, I have gained valuable skills through various project assignments and have honed my ability to collaborate effectively with team members. In addition to being a team player, I also have experience as a leader and enjoy taking on new challenges. I am always eager to expand my knowledge and skills, whether through coursework or personal projects, and am dedicated to staying up to date with the latest developments in the tech world.

EDUCATION

Telkom University September 2021 - Present

Bachelor of Technology, Computer Software Engineering - GPA: 3.51/4.00

- Member of CHEVA lab as a UI/UX designer
- Intern at HUMIC (Human Centric) Engineering Research Center as a Scrum Master
- Practicum Assistant of Web Programming at Informatics Laboratory Telkom University

SMAIT Asy-syukriyyah July 2018 - September 2021

High School Diploma, Science

- Participated on School Yearbook Committee 2021 as Staff of Logistic Division
- Participated on Asteroid in 2019 as Staff of Logistic Division
- Participated on School Scientific Research in 2019 as Team Leader
- Participated on A Charity Concert in 2018 as Staff of Event Division

PROJECT EXPERIENCE

Bachelor of Software Engineering Telkom University - Bandung, Indonesia September 2021 – Present

1st Semester

- Making a simple game for the final project of the Introduction to Software Engineering course.
- Creating website and application UI designs for the final project of the Design Thinking course.

2nd Semester

- Create a simple SRS document about emergency service applications to fulfill the final project of the Software Requirements Engineering course.
- Create software documentation for emergency service applications.

3rd Semester

- Create an emergency service application SRS document to fulfill the final project of the Software Design Architecture course.
- Produce an emergency service application SDD document to fulfill the final project of the Software Modeling Course.

- Create UI of store management application for Human Computer Interaction course.
- Modelling and model checking using Alloy Analyzer in the Formal Methods course.
- Create a simple bank system using C++ by implementing queues.

4th Semester

- Create SRS and SDD for facility rental application at Telkom University.
- Create UI/UX design for canteen application.
- Create a GUI-based campus facility lending system using the C# language and Postgres database.
- Creating a website for consultation registration at the hospital using the Java programming language and the Spring boots framework, and for the database using SQL.

5th Semester

- Create a website for campus facility rental system at Telkom University.
- Create reports for black box testing and white box testing.
- Create a project plan management.

6th Semester

- Conducted mobile application development for Rent-It as a major course project.
- Conducted the development of a cardiovascular detection system with artificial intelligence.
- Simulate writing a proposal for the final project.
- Learning about CI/CD and doing hands-on practice.

7th Semester

- Develop a final project proposal for the Teaching Plotting Information System.
- Create a user interface for the Teaching Plotting Information System.
- Implementing DevOps process into MySkin project.

8th Semester

- Creating a UI design for a final project on a Teaching Plotting Information System using the UCD method and writing the final report.

Chevalier LAB

December 2022 –

October 2023

UI/UX Designer Division

- Create UI/UX for Chevalier LAB LMS project.
- Create UI design for coffee shop applications.

HUMIC (Human Centric)

February 2024 – June

2024

Scrum Master

- Run Daily Standup and Sprint Planning.
- Ensure the project runs according to plan.
- Ensure there are no conflicts within the development team.

DetectMe

February 2025 –

Present

UI/UX Designer

- Responsible for creating UI/UX designs that meet all requirements
- Creating prototypes from existing UI/UX designs
- Creating posters, custom components, assets, and so on for development purposes

WORK EXPERIENCE

PT. Jakarta International Container Terminal
2024

July 2024 – August

Web Developer (Front End)

- Update the appearance and function of worker monitoring.
- Update the appearance of external truck monitoring at the container terminal.
- Improving user experience on GBOSS/MyJICT system.

Informatics Laboratory Telkom University
January 2025

September 2024 –

Practicum Assistant of Web Programming

- Guide students in understanding the concepts and implementation of web programming, including HTML, CSS, JavaScript, and related frameworks.
- Provide technical guidance to students during practicum sessions.
- Assess and provide feedback on practicum results and student assignments.

SKILL SET

- **Technical** proficiency in Microsoft Office (Word, PowerPoint, OneNote, Teams, Outlook, OneDrive), and Google Workspace (Docs, Sheets, Slides, Classroom, Meet).
- **Teamwork** Successfully completed various projects with various types of teams.
- **Leadership** Able and successful in leading various types of teams in various types of projects.
- **Design Software** Figma, Adobe XD, Canva
- **Programming Language** Python, Java, C++, C#, HTML/CSS, PHP, Vue.js, Laravel
- **Database** MySQL
- **IDE** Visual Studio, Visual Studio Code, IntelliJ, NetBeans
- **AI** ChatGPT, Gemini, GitHub Copilot