Dery Sudrajat

Software Engineering

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Profile

Bachelor of Computer Science at the Software Engineering Department, Faculty of Informatics, Telkom Institute of Technology, has a lot of experience in working on Android-based projects and teaches as an assistant professor and lab in the Mobile Development subject. Aspire to be a developer in Silicon Valley, a researcher, and a technopreneur in the future and embody a diligent personality and a passion for learning.

Educations

Telkom Institute of Technology, Indonesia (2017 - 2021)
Bachelor of Computer Science at the Software Engineering Department, Faculty of Informatics with a GPA of 3.95 and has received a PPA scholarship given by the government to students who excel 0.5% of all students, and also become The Most Outstanding Student in 2019.

SMA Negeri 6 Cirebon, Indonesia (2014-2017)
Being the top 50 best graduates: given to high school graduates who get the highest scores among students.

Experiences

Facilitator of Indonesia Android Kejar 2017
Activities carried out to support the government to realize 100,000 developers and 1000 startup in Indonesia, this activity is also supported by Google directly and carried out in 10 cities in Indonesia.

Lab Assistant And Assistant Professor
Become a lab assistant in 3 different study programs, Informatics Engineering, Software Engineering, and Information Systems, with 4 different courses such as Mobile Development, Object-Oriented Programming, Programming and Data Structures, and Programming Algorithms.

Ngoprek Day's Speakers
Ngoprek Day's is a tech talk activity organized by the Software Engineering Student Association, which held every week with different Android topic every week

Android Developer Webinar Speakers
Being a speaker at the Android Developer Webinar event organized by the National Computer and Informatics Student Association (Perkominas) of Central Java with a total of 500 participants.

Android Based Project
Having made several android projects namely Krrja.com, Tangkap Reptil, Petani.id, Seriina, Pet-Paradise, Sidak, Krrja.com is a freelance job search platform that makes it easy to find freelancers based on the closest distance. While Tangkap Teptil is a reptile education, rescue, and marketplace application that can identify reptile types using object detection. More project can be seen on my Github Profile.

Telkom Digital Talent Incubator 2020
Talent scouting participants at Telkom Digital Talent Incubator as Android Developer organized by Telkom Indonesia, which selected 500 participants from all over Indonesia for several categories, and only 200 people were selected as Android Developer participants

Bangkit 2021
Became 1 of the 3000 people selected to participate in the Bangkit activity as an Android Developer led by Google, Gojek, Tokopedia, Traveloka, and supported by the Ministry of Education and Culture of the Republic of Indonesia to produce world-class talents in 3 different fields, such as Android Developer, Machine Learning Developer, and Cloud Computing

⭐ Achievment

Finalist of Electro Activities Programme 2017 - Jakarta
The Electro Activities Program or E-Time organized by the Jakarta State Polytechnic, attended by 20 finalists from all over Indonesia, who were previously selected, participated in the competition on the Internet of Things (IoT), by developing smart aquarium called "Aufcleader" which can be controlled via a mobile device.

The Most Outstanding Student 2019
Being the most outstanding student at the Telkom Institute Technology Purwokerto in 2019, this selection is based on the selection of all faculties and study programs by carrying out a study, my research is about applications to help fishermen from transaction activities and can create their own market. This election was taken to the provincial level and became the top 15 most outstanding students throughout Central Java

3rd in Krenova 2019
Becoming the 3rd winner in the award of Community Creativity and Innovation (Krenova) in the field of Information and Communication Technology which was given as an appreciation by the Governor of Central Java to partners and innovators, in this award he made an application for android-based freelancers named krrja.com

Dicoding Academy Graduate
Graduates of many classes at Dicoding Academy on several learning paths such as the Android path including the Becoming an Android Developer Expert class which is now named (Learning Android Application Fundamentals) and the Machine Learning path including Beginner Machine Learning.

Patent
- The "Belajar Bahasa Inggris" application developed at the end of 2018 and complete in early 2019. Was made for the cheapest and easiest access to English learning media for junior high school students.
- The "Tangkap Reptil" application is a reptile education, rescue, and marketplace application that can identify reptile types using object detection.
- The "Aksi" is an application for monitoring and information on the spread of Covid-19 which is used by several neighborhoods and hamlet in Purwokerto as a means of preventing and transmitting viruses.
- The kebumen beef information system application "Sidak.id" is an application that aims to determine the demand for beef in Kebumen Regency, Central Java, Indonesia. This application is used by a team from the Telkom Institute of Technology in the Kebumen Regional Leading Research (RUD) which is funded by the Regional Government of Kebumen Regency.

Organization

Chief Executive
- Become the Chief Executive or "Kahim (Ketua Himpunan)" of the Software Engineering Student Association, from 2017 until 2019. That means I served for 2 periods, who leads the entire Software Engineering department and accommodates in the academic and non-academic fields.
- Become the Chief Executive or "Koordinator" of Sahabat Beasiswa Comunity Chapter Purwokerto 2020. Sahabat Beasiswa is sociopreneur organization in the field of education (we call it SocioEduPreneur). We have a lot of social activities that help our fellow management and outside the management in achieving the desired scholarships, both domestically and abroad.

Skills

⟨/⟩ Programming & Platform Skills

Java	●●●●●	Android Studio	●●●●●
Kotlin	●●●●●	Arduino	●●●●○
Python	●●●○○	Pycharm	●●●○○

Design & Prototyping Skills

Figma	●●●●●
Adobe Illustrator	●●●●○
Adobe XD	●●●●○

🌐 Language Skills

Indonesian	(Native proficiency)
English	(Upper-intermediate)
Japanese	(Intermediate)