MADE ADHITYA KUSUMADINATHA SANTIKA

PROFILE

I am someone who is organized and focused on work. Even so, I am a person who tries to complete a goal and tries to be better and efficient in achieving that goal.

I am passionate about UI / UX Design and Android development. Over the past year, i have studied about interaction design and created some web and mobile app mockups. Also, I have developed some Android applications. My projects are in my GitHub account.

ACHIEVEMENT

February 2019

Finalist of Mobile Apps Competition Championship Regeneration 2019
Created Mobile Application Mockup about sport.

SKILLS

Prototyping (Figma, Adobe XD)

Intermediate Web Development

Basic Adobe Photoshop

Basic Adobe Illustrator

Intermediate Android Development

ANDROID PROJECTS

Salora (Salam Olahraga) – Sports' Field App

KitaFit – Fitness App

DiJalan (Kondisi Jalan) – Street Report App

EDUCATION

2017 – 2021

Bachelor of Information System

School of Industrial Engineering, Telkom University

2014 – 2017

Senior High School

SMA N 1 Sukawati

WORK EXPERIENCE

2020
Mobile Developer
Digital Talent Incubator (DTI) 2020 in Telkom Indonesia

Learned basic JavaScript, ES6, React Native, Jira, Travis, and soft skills. I also developed an Android application named "DiJalan" that helps people to report street's condition.

2018 – 2020
Laboratorium Assistant
Basic Programming (DASPRO) Laboratory

Teaching Algorithm, Data Structure and Database to Information System students.

2018 – 2019
Coordinator of Publication and Documentation Division
UKM Kesenian Bali Widyacana Murti Telkom University

Managed Publication and Documentation Division on Pre-Event and Peak Event of 27th Dies Natalis UKM Kesenian Bali Widyacana Murti Telkom University.

CONTACT

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