

ADI RIFTA DWI KURNIAWAN

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Mojokerto, Jawa Timur

About Me

A 6th-semester student in the D4 Computer Engineering Technology program at Politeknik Negeri Semarang with organizational experience in the field of Information Technology. In addition to being active in organizational activities, I have experience in UI/UX design and its implementation in Android mobile applications. I have also participated in UI/UX and web design competitions using Visual Studio Code and Figma. I am interested in pursuing a career as a mobile Android developer, UI/UX designer, and web developer to further develop my skills.

Experience

PT. Kinema Systrans Multimedia (MSIB Batch 6) - Batam, Kepulauan Riau, Indonesia.

Feb 2024 - June 2024

Mobile Android Developer & UI/UX (Independent Study)

- Make the appearance of the application program in accordance with the UI/UX design
- Design mobile program features and implement responsive designs for programs of all sizes
- Collaborate with UI/UX designers and backend developers to perform usability testing and improve usability.
- Learning to develop applications with the implementation of Android Jetpack Compose.
- In this micro project, I took on the role of a hacker, working on an application that already had a UI/UX design.
- In this massive project, I served as the project manager or hustler, responsible for managing the team's performance in the development of the massive project.

Projects

- **Projects (2024):** App LifeBloodID | Click [Here](#) to see

I developed this Blood Donor application using Jetpack Compose in Android Studio. It is designed to assist blood stock seekers and donors in the blood donation process. This project is a massive project as part of the Independent Study program.

- **Projects (2024):** UI/UX design App LifeBloodID | Click [Here](#) to see

I designed the UI/UX for this Blood Donor application using Figma. It is designed to assist blood stock seekers and donors in the blood donation process. This project is a massive project as part of an Independent Study.

- **Projects (2024):** Github User Application | Click [Here](#) to see

I created this Github User application with Kotlin in Android Studio. Aimed at the task of creating the Final Submission Fundamental Application for the Indosat Ooredoo Digital Camp (IDCamp) program.

- **Projects (2023):** Recipe Menu Application | Click [Here](#) to see

I made this Menu Recipe Application with Kotlin in Android Studio. Aims at simple application creation tasks from Dicoding.

- **Projects (2023):** Community Data Collection Application by the KPU | Click [Here](#) to see

I made a community data application by KPU using Kotlin in Android Studio. Aiming at the BNSP assessment certification task in the field of junior mobile programmer.

- **Projects (2023):** Creation of UI/UX design for the "Find Jobs" mobile app | Click [Here](#) to see

I create various interfaces on mobile apps using Figma. Making this Mobile App aims to train yourself in making UI/UX Designers and in the Semarang State Polytechnic Expo competition.

- **Projects (2022):** Web design about "micro, small & medium polytechnic websites (POLIMKM)" | Click [Here](#) to see

I created this POLIMKM website using the bootstrap framework. This website was created during the OLIVIA competition.

Education

Semarang State Polytechnic - Semarang, Indonesia.

Sep 2021 - Oct 2025 (Expected)

D4 - Computer Engineering Technology

- **IPK:** 3,56/4.00
- **Relevant courses:** Android, Website, Game Development, IoT, Machine Learning, Artificial Intelligence, Real-time Systems, Robotics, Big Data, Project Management, Cloud Computing, and Enterprise Information Systems.

Organisational Experience

Polytechnic Computer Club (PCC) - Semarang, Indonesia.

May 2023 - May 2024

Head of workshop division

- Lead and empower the workshop team to achieve common goals and carry out tasks effectively.
- Responsible for the work program and agenda.
- Oversee three departments: software, multimedia, and networks, to coordinate internal and external training.
- Primary responsibility for planning, organizing and implementing workshops and training activities.
- Create training events focused on IT with the theme "Share your knowledge."
- Successfully organized the "Basic Training" and "PCC Class" workshop events, attended by hundreds of Semarang State Polytechnic students.

Google Developers Student Club (GDSC) Semarang State Polytechnic - Semarang, Indonesia.

June 2022 - June 2023

Staff of Media & Creative

- Responsible for GDSC social media accounts, managing content and creative design.
- Become a training speaker at the GDSC "Tech Ramadhan" event with material presented on Canva design.
- Main responsibility for managing media, design and creative aspects to support GDSC event activities.

Polytechnic Computer Club (PCC) - Semarang, Indonesia.

May 2022 - May 2023

Multimedia Staff

- Active in organizations and committees.
- Internal Training: Arrange and provide creative training for team members regarding the use of the latest design software and graphic design techniques.
- External Training: get an invitation to complete training on design with Canva | Click [Here](#) to see
- Responsible for designing and developing graphic design elements that support the organization.
- As a presenter at the "Training Basic" training, the material presented included UI/UX with figma
- Teamwork in making creative designs.

Achievements & Other Experience

- **Dicoding** (2024): Learn Android Application Fundamentals | Click [Here](#) to see
- **Dicoding** (2023): Learn to Make Android Applications for Beginners | Click [Here](#) to see
- **Dicoding** (2023): Getting Started Programming with Kotlin | Click [Here](#) to see
- **Dicoding** (2023): Learn JavaScript Programming Basics | Click [Here](#) to see
- **Badan Nasional Sertifikasi Profesi** (2023): Junior Mobile Programmer | Click [Here](#) to see
- **Training certificate Vocational School Graduate Academy** (2023): Junior Mobile Programmer | Click [Here](#) to see
- **Finalist in the Field** (2023): Mobile App UI/UX Design | Click [Here](#) to see
- **Finalist in the Indonesian Vocational Olympiad** (2022): Website design | Click [Here](#) to see
- **Badan Nasional Sertifikasi Profesi** (2022): Junior Graphic Designer | Click [Here](#) to see
- **Oracle Academy** (2022): Database Programming with SQL & Database Design | Click [Here](#) to see
- **Asean Data Science Explorers** (2022): Participation in the ASEAN Data Science Explorers 2022 | Click [Here](#) to see

Skills

Soft skills: Teamwork, effective communication, critical thinking, and leadership

Hard skills: Android Jetpack Compose, UI/UX design, Flutter, Web (Laravel, PHP, React, JavaScript), and design (Canva, Adobe Photoshop, and CorelDRAW)