ADITYA PRAWIRA

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Objective

Mechanical Systems Graduate Engineer

Master's student specialized in Robotics and Mechatronics Engineering. Dedicated to learn and improve autonomous systems to reduce human interaction in manufacturing complex designs.

TECHNICAL SKILLS

Programming languages: C++, C, Java, JavaScript, Python, MATLAB, Dart, R, and C#

Development Tools/Platforms: ExpressJS, ReactJS, React Native, Flutter, MongoDB, MySQL, EJS, REST APIs

Report/Documentation: draw.io, Microsoft Word, Excel, and PowerPoint.

Engineering Tools: AutoCAD, Fusion 360, SOLIDWORKS, ABB RobotStudio, NI Lab View, Simulink, MATLAB, and Arduino

EDUCATION

Master of Engineering (Robotics and Mechatronics Engineering)

Royal Melbourne Institute of Technology (RMIT) University | 07/2020 - Present Relevant Courses

- Risk and Project Management
- Research Method in Engineering

- Innovation and Technology Management
- Advanced Robotics Systems.

Bachelor of Science (Mechanical Systems)

University of Melbourne | 07/2017 - 07/2020 Relevant Courses

- Systems Modelling and Analysis
- Foundation of Computing
- Engineering Computation

- Object-Oriented Programming
- Real Analysis
- Complex Analysis

International Baccalaureate

Sekolah Pelita Harapan Sentul City | 2014 - 2017 Relevant Courses

Math HL

Physics HL

EXPERIENCE

Music Producer (Azure Gaze) - Distrokid | Apr 2020 - Present

- Produces monthly EP and Single
- Reach approximately in total of 19, 044 listeners

Student Mentor - Sekolah Pelita Harapan Sentul City | May 2015 - Jun 2015

- Science's teacher assistant in managing science class teaching schedules, activities, and assignments
- Support new upcoming students in summer camp program.

PROJECTS

Unimelb B-SCI Course Planner React Web App Project (Planar Project) | Nov 2020 - Present

- Collaboration project in developing web app application utilizing University of Melbourne's Bachelor of Science program courses related to any chosen major taken a student.
- A course planner that implements a flow chart system operation (JavaScript, HTML, CSS, and ReactJS).
- Utilize REST principal in accessing the University of Melbourne's Bachelor of Science courses and majors (e.g. accessing subjects API data).

Monthly Music Single/EP | Apr 2020 - Present

- Produce and release a Single/EP project each month
- Received offers to be promoted by several musical blogs and labels

Personal Portfolio React Web Project | Dec 2020 - Jan 2021

Develop an interactive personal portfolio with ReactJS platform

Artist Express Web App Development Project | Oct 2020 - Dec 2020

- Build an ExpressJS web app, by utilizing HTML, EJS(Embedded JavaScript), CSS and JavaScript.
- Develop and manage front-end and backend client server.
- MongoDB Atlas (NoSQL database) is utilized as the web app's database to store registered users/owners, reviews, albums.

A Two-Level Tower Game | May 2020 - Jun 2020

- Developed by Java and bagel library
- Utilize OOP, UML, and mathematical modelling for motions.

Warman Project | Mar 2020 - May 2020

- A team of 4 that build a competitive autonomous device to compete in Warman Competition 2020 (Arduino, SOLIDWORKS, & Fusion 360).
- The device was appreciated and predicted to win the competition or at least secure top 5 position. (assed and presented to professional engineers)

Rainfall cycle | May 2019 - Jun 2019

- Develop data structure and algorithm to simulate climate change data analysis (utilize C programming language)
- Utilize statistical analysis on annual rainfall cycle and Kendall's tau model for trend analysis
- Data representation to plot climate change based on analysed data.

Drone Delivery Path Optimization | Apr 2019 - May 2019

- Simulate drones data of drones delivery path with C programming language
- Integrate mathematical modelling to calculate battery consumption depending on the package that is being delivered by the drone.
- Implement the mathematical modelling to develop data structure and algorithm to find, sort and present delivery path that consume the least amount of battery

Art Exhibition | Jul 2016 - Mar 2017

Develop 7 artworks (2 sculptures, 3 paintings, and 2 photographs) to be exhibited in Sekolah Pelita Harapan Sentul City's art exhibition
event

VOLUNTEER EXPERIENCE

Secondhand Product promoter | Mar 2016 - Mar 2016

- Sold secondhand products on Pulau Pramuka Island.
- Collect funds to be donated for the poor.
- Social interaction and activates with citizens in the island

CERTIFICATES

PLC Fundamentals - PLCdojo | Feb 2021

- Certificate of completion of PLC fundamentals course held by PLCdojo, awarded by Paul Lynn.
- Develop an ladder logics for pump systems with RXLogix to be implemented to a MicroLogix 1100/1400 and an HMI Microservices with NodeJS and React Udemy | Jan 2021
- Certificate of completion of Microservices with NodeJS and React course held by Udemy, awarded by Stephen Grider.
- Developed a simple Ecommerce Microservices web app application with JavaScript, TypeScript, MongoDB, Docker, and Kubernetes
 The Complete 2020 Flutter Development Bootcamp with Dart Udemy | Jan 2021
- Certificate of completion of The Complete 2020 Flutter Development Bootcamp with Dart course held by Udemy, awarded by Dr. Angela Yu
- Develop multiple hybrid mobile applications (develop IOS and Android mobile app in one programming languages) with Firebase database,
 Object Oriented Programming, and Dart programming languages.

Golden Coin Awards - Sekolah Pelita Harapan Sentul City | Mar 2016

Award bestowed upon a group that achieved highest sale in Business Marketing Project in Pulau Pramuka, held by Sekolah Pelita Harapan

LANGUAGES

- English.
- Indonesian.