SYN'RGY ACADEMY

BINAR · BCA GRUP BCA

CERTIFICATE
OF COMPLETION

Presented to

Ahmad Selo Abadi

Has successfully completed in
SYNRGY Academy Batch 6
Course *Full-Stack Web Javascript*

August 30, 2023 - March 1, 2024

Samuel Tjung
Vice President
Bank Central Asia

Alamanda Shantika
Chief Executive Officer
Binar Academy

Attended 2 out of 6 workshop sessions

Let's Build Feedback Culture

Steal Interviewers Hearts in The First Meet

STUDENT REPORT
SYNRGY ACADEMY BATCH 6
FULL STACK WEB CLASS

This temporary report belongs to:

Ahmad Selo Abadi

(ahmadseloabadi@gmail.com)

Who completed Bootcamp in **Full Stack Web Class** with the following result:

Individual Hard Skill (35%)	
Core Competencies (Challenge)	
Chapter 1: Menguasai Kemampuan Dasar Untuk Membuat Halaman Web *1. Introduction to Programming and Web Development* *2. FSW (Pengantar)* *3. HTML* *4. CSS* *5. CSS Framework*	95.0
Chapter 2: Menjalankan Code dan Melakukan Kolaborasi Dengan Developer Lain Dalam Proses System Development *1. Terminal dan IDE* *2. GIT* *3. Web Layout* *4. Responsive Design* *5. Advance CSS Framework*	97.8
Chapter 3: Memahami Logika-Logika Dasar JavaScript *1. Data Structure* *2. Operator & Expression* *3. Basic JavaScript Algorithm*	95.3
Chapter 4: Menerapkan OOP dan DOM dalam Pengembangan Web *1. OOP in JavaScript* *2. DOM* *3. Node.JS* *4. HTTP Server* *5. TypeScript Introduction*	92.2
Chapter 5: Melakukan Perancangan Database *1. ExpressJS* *2. Express with TypeScript* *3. Restful API* *4. Database - SQL* *5. Database - Redis*	98.0

6. ORM (Object Relational Mapping)	
Chapter 6: Merancang Arsitektur dan Dokumentasi API *1. Design Pattern* *2. Asynchronous* *3. Authentication* *4. Open API*	98.4
Chapter 7: Membuat Aplikasi menggunakan ReactJS dengan Menerapkan OAuth di Dalam React dan Express *1. ReactJS* *2. Reach Router & Back-end Integration* *3. OAuth* *4. State Management* *5. React with TypeScript*	96.2
Chapter 8: Melakukan Unit Testing dan Deployment *1. ESLINT* *2. Unit Testing & TDD* *3. Cloud and Server* *4. Containerisasi & Deployment* *5. CI/CD*	50.0
INDIVIDUAL HARD SKILL SCORE	**90.4**

Final Project (30%)	
WeFly	
Clean Code Principle (10%) *The code is neatly organized and follows the expected standards. Use standard-appropriate naming and easy-to-read code*	85.0
Code Efficiency & Readability (10%) *The code is highly efficient without sacrificing readability and understanding. Consider all wrong entries as error & exception handling*	80.0
Minimum Major Bugs (30%) *The application runs smoothly during the demo. Demonstrate the features defined by the participants without any obstacles*	85.0
Completed Features (50%) *The application is complete and can be tested in demo form according to the features that have been defined*	80.0
FINAL PROJECT SCORE	**82.0**

Showcase (10%)

Presentation Skills (20%) *The ability to deliver engaging, brief and clear information during presentation with clear intonations, volume and articulation. Presentation slides/materials are also brief and concise, using relevant and proper amounts of images, and avoid lengthy texts. The ability to clearly demonstrate the product through proper platform/media that shows all features, functions and design of the product as a whole.*	86.5
Product (45%) *Description of product competitive advantage, Includes all milestones (complete) and product results with a predetermined theme.*	86.0
Presentation Design (15%) *The ability to design presentations in an engaging, professional, and audience-friendly manner. Including presentation structure, visual design, multimedia and graphics, and audience relevance.*	83.5
QnA (5%) *The ability to answer or provide an explanation of any questions given by the jury.*	86.5
Time Management (5%) *The ability to deliver all material and content according to the specified given time.*	83.0
Team Contribution (10%) *The ability to show clear division of tasks and contribution from each member in the team and show synergy in the team*	86.0
SHOWCASE SCORE	**85.6**

Soft skills (10%)	
Behavior appears 20 = seen 1 time in certain situations 40 = with less frequency in certain situations 60 = seen more often but less consistently in certain situations 80 = often and tends to be consistent in certain situations 100 = always and consistently in various situations	
Learning Drive & Attitude *Reasons that motivate the learning process and the set of assumptions, values, beliefs, and behavior about oneself and the world influence how one perceives, interprets, and acts upon one's environment.*	90.0
Growth Mindset *Belief in own abilities that abilities can still be developed.*	93.0
Grit *Motivation becomes the basis and encouragement to continue to learn and develop.*	94.0
Self-Regulated Learning *Believes in their abilities and can still be developed with effort rather than judging themselves as irreversible.*	87.0
Critical Thinking	87.0

Ability to identify levels of understanding, evaluate various information to make patterns of understanding/conclusions, and convey understanding effectively.	
Problem-Solving *Ability to understand the problem given to determine the most appropriate answer/solution in the situation.*	85.0
Creative Thinking *Ability to find innovation opportunities to initiate new relevant initiatives.*	88.0
Learning Agility *Willingness, effort, and ability to learn new competencies quickly & optimally to apply them in new, different, or complex situations.*	80.0
Communication *Ability to convey goals/ideas/thoughts effectively and convince others.*	90.0
Management *Ability to manage work processes to produce the expected targets.*	88.0
Leadership *Ability to motivate, direct, and develop oneself and others to achieve common goals.*	90.0
SOFT SKILL SCORE	**88.4**

Attendance (15%)	
Bootcamp Attendance	
Attendance	50
Leave and/or Sick	2
Absence	14
TOTAL OVERALL ATTENDANCE	**75.8%**

Program Overall Score (Scale 0 - 100)
84.9

Sincerely,
SYNRGY Academy

Additional Information.

Notes From Facilitator
Chapter 1: -
Chapter 2: -
Chapter 3: -
Chapter 4: -
Chapter 5: -
Chapter 6: *overall good, Unused code/comment bisa dihapus saja*
Chapter 7: *Bisa implement redux/context untuk simpan access token*
Chapter 8: -

Notes From Judges
Judge 1: *- Bisa reset Password* *dengan OTP dan aktivasi* *akun melalui email* *- Desain website sudah rapih* *dan baik.* *- Android development belum* *sempat dilakukan karena terhambat dengan* *waktu* *- Boarding pass bisa dikirim* *melalui email, dan Sudah ada self check in.*

Judge 2:
- Sudah bisa fitur reset password
- Payment gateway berhasil, no error
- Self check in dan penerbitan boarding pass jadi fitur yang sangat baik
- Android masih kurang maksimal, karena keterbatasan waktu dan personel (?)

Workshop Attendance	
Growth Mindset: The Power of "I Think I Can" Tuesday, September 26, 2023	Not Attend
How to Mastering Time Management Tuesday, October 17, 2023	Not Attend
Let's Build Feedback Culture Tuesday, November 14, 2023	Attend
Make Impression Trough Personal Branding Tuesday, December 12, 2023	Not Attend
Steal Interviewers Hearts in The First Meet Tuesday, January 16, 2024	Attend
Craft a Flowing Story for Presentations Tuesday, January 30, 2024	Not Attend