

ALIF NAYWA AZZIKRA

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I am a dedicated Information Technology student at Yogyakarta State University (UNY) with a strong passion for Mobile Development and Machine Learning. My academic journey has equipped me with a solid foundation in front end development, programming, algorithms, and data structures.

EDUCATION

SMAN 6 Yogyakarta	2019 – 2022
<ul style="list-style-type: none">Major: Natural Sciences (MIPA)Achieved National Selection for University Entrance (SNM) Qualification	
Bachelor Degree of Information Technology in Yogyakarta State University	2022 – Present
<ul style="list-style-type: none">Current GPA: 3.79/4.00Relevant Coursework: <i>Web Development, Java, Data Structures, Project Management, Algorithm Analysis.</i>	

PROJECT

Mobile Application LaporanNdan, mobile development, Semester 3	(Sept 2023) – (Dec 2023)
<ul style="list-style-type: none">Make a mobile application that can be used for reporting accidents and crimes using Kotlin language.The application was built in teamwork.	
UNYCraft Website, front end development, Semester 4	(Feb 2024) – (May 2024)
<ul style="list-style-type: none">Creating a web-based e-commerce application to sell handicrafts.Using tailwind as framework.	
Rock Paper Scissors Image Classification, machine learning, Dicoding	(Jan 2024) – (May 2024)
<ul style="list-style-type: none">Creating an image classification for Rock Paper Scissors.Using Python for machine learning.	

EXPERIENCES

INFINITE UNY, member, Yogyakarta State University	(August/2022) – Present
<ul style="list-style-type: none">Member of the INFINITE organization, which is an IT division organization in Yogyakarta State University.	
Rohis Ash-Shaff, member, SMAN 6 Yogyakarta	(July/2019) – (June/2022)
<ul style="list-style-type: none">Member of Rohis Ash-Shaff SMAN 6 Yogyakarta human resources division.	
Infinite Learning, advanced AI, Independent Study Program	(2024)
<ul style="list-style-type: none">Participated in an advanced AI course.	

CERTIFICATE

Belajar Dasar Visualisasi Data, Machine Learning, Dicoding	(21 February 2024)
Memulai Pemrograman dengan Python, Machine Learning, Dicoding	(24 February 2024)
Belajar Machine Learning untuk Pemula, Machine Learning, Dicoding	(28 April 2024)
UNITY Competition Participant, Competitive Programming, UNITY	(16 May 2024)

SKILLS

Language: Indonesia (Native proficiency), English (Limited proficiency)

Software: Visual Studio Code, Android Studio, Coreldraw, Capcut, Canva, Microsoft Word, Microsoft Powerpoint, Microsoft Excel.

Others:

- Java Programming Language.
- Web Development (PHP, CSS, HTML, JavaScript).
- Kotlin and Flutter.

- **Front End Framework (Tailwind and Bootstrap).**
- **MySQL.**
- **Python.**