

MUHAMMAD ALI ZULFIKAR

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I am an experienced Informatics Engineering student at Politeknik Negeri Malang with an excellent time management and communication skills. My creative mindset thrives on tackling new challenges, also well organized and always plan ahead to make sure I manage my time well.

Work Experiences

Workshop Riset Informatika - Indonesia

Jul 2022 - Present

Web Developer Mentor

- Embarked on a new and exciting journey as a mentor in the field of website development, leveraging my background in the content field to guide 100+ mentee and inspire the next generation of web developers.
- Transitioning from a content-focused role to a mentorship role, demonstrating adaptability and a strong commitment to personal and professional growth.
- Entrusted with the responsibility of mentoring aspiring web developers, providing guidance, support, and valuable insights to help more than 30 mentees succeed in their educational and professional pursuits.

PT. Bee Mata Indonesia - Indonesia

Jun 2023 - Aug 2023

Laravel Web Developer

- Developed and maintained a Multi-Tenancy Learning Management System using Laravel framework with PostgreSQL as the database.
- Refactored assets to optimize performance and efficiency.
- Implemented CRUD operations for the business module (Admin + Landing Page)
- Managed domains in the central PostgreSQL database.

SMA Negeri 8 Malang - Indonesia

Jul 2023 - Present

Youth Extracurricular Scientific Work (KIR) Trainer

- Taught KIR topics, covering fundamental to advanced levels, to more than 25 high school students
- Developed and administered approximately 5 case studies, enabling students to apply their knowledge in real-world scenarios.
- Mentored and guided around 4 students participating in various KIR competitions, including scientific research and presentations

Education Level

Politeknik Negeri Malang - Malang, Indonesia

Aug 2021 - Jul 2025 (Expected)

Bachelor Degree in Computer Science, 3.92/4.00

- Harapan at Game Development Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi (GEMASTIK) 2023
- Finalist Karya Tulis Ilmiah (KTI) Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi (GEMASTIK) 2023
- Best Poster and IGDX Speacial Award 2023 at Games Development Competition Kompetisi Mahasiswa Informatika Politeknik Nasional (KMIPN) 2023
- PIMNAS PKM-VGK - Smart Transportation System Development Innovation in Order to Realize Sustainable City and Communities

SMA Negeri 8 Malang - Malang, Indonesia

Jul 2018 - May 2021

High School Diploma in Natural Science

- Kiprah Seni Smarihasta 32 Documentation Coordinator
- Smarihasta Welcome Week 2020 Documentation Coordinator

Organisational Experience

Workshop Riset Informatika

Jan 2023 - Present

Head of Web Developer Division

- Held leadership position as Head of Web Developer Division at Workshop Riset Informatika, effectively managing and overseeing the entire web developer division and leading a team of skilled professionals.
- Demonstrated strong leadership skills by effectively handling a team of 100+ mentees, providing guidance, support, and mentorship to foster their professional growth.
- Implemented strategic planning and resource allocation to ensure the successful execution of web development miniclass
- Fostered a collaborative work environment, promoting teamwork, creativity, and innovation among team members to achieve shared goals.

Polinema Mengajar

Aug 2022 - Aug 2023

Head of Information Media Division

- Created more than 5 content for youtube and tik tok polinema mengajar, managed to get the highest viewers
- Create content and social media, successfully contribute to increasing the sustainability of polinema mengajar social media by upgrading content and ideas for polinema mengajar
- Lead and develop the entire set of media and information of the polinema mengajar organization

Skills, Achievements & Other Experience

- **Hard Skills:** Front End Web Development, Fullstack Web Development, Game Development, Video Production
- **Soft Skills:** Public Speaking, Problem Solving, Creative Strategy, Creative Content Creation, Time Mangement, Collaboration, Networking
- **Projects** (2023): Preliminary Anxiety Identification System (PRAIS): Aplikasi Identifikasi Gangguan Kecemasan Berbasis Pengukuran HARS; Malstone Mystery (Aplikasi Permainan Misteri Teka-Teki Bahasa Inggris)
- **Projects** (2022): Inovasi Pengembangan Sistem Transportasi Umum Cerdas (Smart Transportation) Dalam Rangka Mewujudkan Keberlanjutan Kota dan Komunitas (Sustainable City And Communities)