

## Contact



# Alvin Matthew Pratama

## iOS Developer

Batam, Kepulauan Riau, Indonesia, 29464

+62 813 7248 5122

alvinmatthew12@gmail.com

Portfolio  
alvinmatthew12.github.io/portfolio

Linkedin  
[linkedin.com/in/alvin-matthew-pratama-8778011b0](https://linkedin.com/in/alvin-matthew-pratama-8778011b0)

## Skills

Swift                    *competent*

Git                    *competent*

Project Management    *beginner*

Flutter                *beginner*

Angular                *proficient*

Javascript            *proficient*

SQL                    *proficient*

Sketch                *competent*

## Certificates

MTA Software Development Fundamental

Quint Agile Scrum Fundamental



I am a passionate iOS developer with experience as an iOS developer intern at Apple Developer Academy and Apple WWDC20 Swift Student Challenge Winner. Able to learn new tasks swiftly and have a strong foundation in swift, programming logic, and object-oriented programming. I am currently looking for the opportunity to invest knowledge in iOS development as full-time iOS developer or intern, previously I worked as a front end developer with 1 year experience building websites in education and software industry.

## Work Experience

Mar 2020 -  
Present

### iOS Developer Intern

Apple Developer Academy, IL

- Apply Apple's Swift development language to code native apps for iOS platform.
- Research and select Apple APIs and frameworks for integration into development projects.
- Followed Apple's Human Interface guidelines to create products aligned with iOS UI norms.
- Learn to facilitate Scrum framework sprint planning, backlog grooming, daily scrums, sprint reviews and sprint retrospectives.
- Developed and initiated project, including managing schedule and work plan.
- Monitor development team progress and make adjustment as needed.
- Collaborate to help community by conducting quantitative and qualitative research and processing the research data into a solution using CBL framework.
- Conduct usability testing with users using Sketch and Marvel App to reveal areas of confusion and uncover opportunities to improve the overall user experience.

Nov 2019 -  
Present

### Front End Developer

Folxcode, PT Mitra Integritas Indonesia

- Maintain and optimize existing beauty marketplace website such as decreasing load times using Angular technology for speed and performance.
- Developed a mobile-friendly fashion e-commerce website including the admin site using Angular and other third party libraries.
- Pulled data from Laravel, PHP and other back-end library to bolster programming resources
- Researched new technologies and software packages for use in website projects.
- Trained and supervised team member for ongoing website projects.

## Work Experience

Sep 2019 -  
Mar 2020

### Programmer

Universitas Internasional Batam

- Developed student portal application using Ionic for students to access academic information using a smartphone and have the ability to run offline. Implement push notification to helps notify students about the latest academic information.
- Take part in the redevelopment of academic information system team. Successfully develop class participants management, student information management, and other modules using PHP. And also responsible on compiling other modules from co-workers using GitHub.
- Developed recording system using PHP for scholarship student interview to transform sheet-based record to system-based record. The system connects and integrates all interviewer notes from interviewees. The system increases the efficiency of the committee in summarizing the interview results.

May 2017 -  
Feb 2019

### IT Technician

Universitas Internasional Batam

## Education

Aug 2017 -  
Present

### Universitas Internasional Batam

Bachelor of Science in Computer Science

- Majoring in Information System
- Current GPA 3.90 out of 4.00

Feb 2019 -  
Aug 2019

### Universiti Teknikal Malaysia Melaka

Student Exchange

- Majoring in Software Development

## Achievements

Jun 2020

### Apple WWDC20 Swift Student Challenge Winner

Apple WWDC20 Swift Student Challenge is a competition for young developers to create application using the Swift Playground and 350 winners will be selected from around the world by Apple.

## Organization

Aug 2018 -  
Aug 2019

### UIB Japanese Club

President