ANDI MOHAMAD ILYAS

Fresh graduate with a degree in Computer Engineering. I am very interested in in UI/UX and Frontend Developer. Likes to learn new things, especially related to technology.

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EDUCATION

Bachelor of Computer
Engineering

Telkom University

Aug 2018 – Feb 2023

GPA: 3.2 (out of 4,00)

Relevant coursework: Algorithm and Programming, Object Oriented Programming, Database Design, Basic Software Engineering, Cloud Computing, Mobile Programming, Artificial Intelligent, Computer Networks and Data, Computer System Security.

Organization: Staff of Telkom University Mentor School (SM-TelU) 2019, Staff of Families of Nahdlatul Ulama Students (KMNU) 2019/2020, Member of Telkom Tasikmalaya Student Association (PMTT), Deputy Chairman III of Indonesian Islamic Student Movement (PMII) Telkom University Commissariat 2019/2020.

WORK EXPERIENCE

IT Support Internship PT Pos Indonesia (Persero) Tasikmalaya Jul 2020 – Aug 2020

- Resolving IT support requests from employees
- Answering employee questions regarding computer systems
- Gathering and analyzing data to diagnose problems with computer systems
- Assisting companies in processing data on recipients of the Ministry of Social Affairs' DTKS assistance which is distributed through Pos Indonesia

OTHER RELEVANT EXPERIENCE

Frontend Web Developer	Indosat Ooredoo Hutchison	Sep 2023 – Des 2023
Student (Dicoding)	Digital Camp (IDCamp)	

- Build websites using HTML semantic standards and CSS
- Learn about Fundamental Javascript: Data Structure, Function, OOP, Functional Programming, Module, NPM, Testing, Async Process, etc.
- Implement about Browser Object Model and Document Object Model (DOM), Event, and Web Storage.

Google UX Design Student Digital Talent Scholarship
(Coursera) Jun 2023 – Sep 2023

Learn about Design Basics User Experience (User Experience, UX). Start the UX Design Process: Empathize, Define, and Creating Ideas (Ideate) Create Wireframes and Low-

Fidelity Prototype Conduct UX Research and Test try Initial Concept Create Designs and High-Fidelity Prototype in Figma Web Designing Responsive in Adobe XD.

User Experience Student

Pijar Mahir

Sep 2022 – Oct 2022

Learn about UX Principle, UX Knowledge, UX Process, UX Mobile Characteristic, UX Mobile Guideline, Web Design Case Study

Frontend Developer Student

Digital Talent Scholarship

Mar 2022 - Apr 2022

(Progate) Kominfo

Learn about Fundamental programming languages Intro to Frontend Dev (HTML, CSS and Javascript)

ACHIEVEMENTS/ORGANIZATION

Achievements: Graduate with the highest Student Activity Transcript (TAK) in the Bachelor of Computer Engineering Study Program in Telkom University 2022/2023.

Organization: General Chairman of Sariwangi Student Movement (Permasa) 2022/2023 - Regional Student Organization.

PROJECTS

Fateka – Thesis Feb 2023

Fateka (Forum Alumni Teknik Komputer Universitas Telkom). A website-based application built using the Laravel framework, this platform acts as an information service and alumni interaction medium.

Technology - Bootstrap, Tailwind, Laravel, MySQL | https://github.com/armaind/fateka

Company Landing Page – IDCamp Project

Jun 2023

Implementation of responsive web development using native CSS. A landing page for a company operating in the agricultural sector.

Technology - HTML, CSS, Javascript | https://github.com/andimilyas/iFarmery

Calculator – Digitalent Project

Apr 2022

A simple calculator built using Javascript, utilizes flexbox technique for layout of operation buttons.

Technology - HTML, CSS, Javascript | https://github.com/andimilyas/Calculator

SKILLS

Web Development: HTML, CSS, Javascript, Bootstrap, Tailwind, PHP, MySQL, Laravel

Design (UI/UX): Prototype, Wireframe, UI Design, Design Thinking

Tools: Figma, CorelDraw, VS Code, Adobe Photoshop

Soft Skills: Creative, Teamwork, Communication, Problem Solve

Language: Indonesian, English