

# Annas Abdurrahman

Computer Science Major at Universitas Sebelas Maret

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## FORMAL EDUCATION

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### UNIVERSITAS SEBELAS MARET

*Bachelor of Computer Science*

Major in Computer Science

Cumulative GPA: 3.74

*Surakarta*

*(2019 – present)*

### SMAN 1 BANTUL

*Natural Science Major*

*Bantul*

*(2016 – 2019)*

## INFORMAL EDUCATION

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### PONDOK PESANTREN MAHASISWA ROUDLOTUL JANNAH SURAKARTA

Deepen religious knowledge during college

*Surakarta*

*(2019 – present)*

## WORK EXPERIENCE

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### FREELANCE

*Mobile App Developer*

*(2020 – present)*

A side job to fill spare time while doing real practical learning. The work received so far is only developing android applications, but personally does not limit the types of requests. Some work results:

### SAYFINE

*(2021)*

- Developed Android application in Java with Firebase which connects seller with their customer
- The application has some features like authentication system, chatting with seller, menu lists, article lists, ordering, and managing orders also body mass index calculator
- The concept of the application is to provide a healthy way to eat, so every food on the menu is not junk food, has calorie and benefits information
- The administrator can use a CRUD menu that can be used to manage their database in the app

### CABBLE

*(2020)*

- A social media to collaborate on an open-source project
- Developed in Kotlin with the team by using Firebase
- Contributing in making user interface, program's logic and making Figma prototype
- Competed in National Startup Competition by TheGreaterHub SBM ITB and became one of the 40 finalists

## ORGANIZATION & ACTIVITY

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### DMC-PASUS

*Second Period*

*First Period*

*Knowledge Division*

*Surakarta*

*(2021 – present)*

*(2020 – 2021)*

- Coordinate with teachers regarding curriculum and work programs
- Arrange curriculum and manage the achievement of curriculum targets
- Provide supporting materials in the form of theory and practice as well as to conduct skills training
- Evaluate students' understanding of the material received and provide reports to the student's parents

### PANITIA PENERIMAAN SANTRI BARU 2020 & 2021

*Secretary*

*Surakarta*

*(2020 & 2021)*

- Prepared event proposals as well as asked for approval from the chairman of the boarding school foundation
- Designed and manage registration form and added new student candidates to a group for further communication
- Created registration exam questions and form also corrected the answers of new student candidates
- Managed all division documents and documentary
- Took notes during discussion and made accountability reports

- Provided food and distributed food for participants during the event

## PROJECT

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### CROWDFUNDING WEBSITE

(2021)

- Developed a crowdfunding website using Laravel Framework with Livewire for building dynamic interface, Tailwind CSS for styling, and MySQL for database
- The website provides a platform for volunteers to post a donation program, manage and give updated info about their program
- The website provides some features such as an authentication system, searching a donation program, making donations, verifying donations and there are two types of dashboards, for volunteer and administrator

### TURING MACHINE SIMULATOR

(2021)

- Built a simple website Turing Machine simulator in JavaScript using the Vue.js framework
- The app simulates and visualizes how a single tape and multi-track Turing Machine works for simple mathematic operations such as addition, subtraction, multiplication, division, factorial, modulo, power-to, and binary logarithm

### PUBLIC TRANSPORTATION DATABASE SYSTEM

(2020)

- Designed a database system for various public transportation services such as flights, cruises, train and bus travel
- The system aims to provide general information about each transportation service such as departure, destination, ticket price, company, and used vehicle
- Implemented the database system design in SQL Server
- Developed a simple CRUD GUI application that connects to the database in Java using Java Swing

### ATOM.EZ

(2020)

- Developed a chemistry Android native application in Java
- Finalist in Lomba Inovasi Digital Mahasiswa by Kemendikbud RI
- Enabled students to understand and memorize elements also interact with them to make some possible compound
- Managed to help students and teachers in SMAN 1 Wonosari
- Achieved System Usability Scale of 74.167 which means the app is in the good and acceptable category

### FLAPPY BIRD CLONE

(2019)

- Recreated the popular android game Flappy Bird in C++ for desktop
- My first graphical application project created using SFML library

## SKILLS HIGHLIGHT

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Technical Skill	C/C++, Python, Java, Kotlin, PHP, SQL, HTML, CSS, JavaScript, Matlab; Laravel, TailwindCSS, React.js, Vue.js, PyQt5; Some knowledge in Flutter; Github, Android Studio, Firebase, JIRA, Figma, VSCode
Award	Finalist in Lomba Inovasi Digital Mahasiswa by Kemendikbud RI

## CERTIFICATION

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### MICROSOFT TECHNOLOGY ASSOCIATE

Database Administrations Fundamentals  
Credential ID: wnw5m-4Smo

Surakarta  
(2020)