Annas Abdurrahman

Computer Science Major at Universitas Sebelas Maret

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PERSONAL DATA

Name	: Annas Abdurrahman
Date of Birth	: July, 4th 2000
Place of Birth	: Bantul, D.I. Yogyakarta
Address	: Pijenan, Wijirejo, Pandak, Bantul, D.I. Yogyakarta, 55761

SKILLS HIGHLIGHT

Technical Skill	C/C++, Python, Java, Kotlin, PHP, SQL, HTML, CSS, JavaScript, Matlab; Laravel, TailwindCSS, React.js, Vue.js, PyQt5; Some knowledge in Flutter
General Skill	Scrum, Teamwork, Critical thinking, Project management, Time management
Technology	Github, Android Studio, Firebase, JIRA, Figma, VSCode, JupyterPy
Language	Native speaker in Bahasa Indonesia; Conversational Proficiency in English
Award	Finalist in Lomba Inovasi Digital Mahasiswa by Kemendikbud RI
Personal Website	https://annasabdurrahman.netlify.app/

FORMAL EDUCATION

UNIVERSITAS SEBELAS MARET *Surakarta*
Bachelor of Computer Science *(2019 – present)*
Major in Computer Science
Cumulative GPA: 3.74

SMAN 1 BANTUL *Bantul*
Natural Science Major *(2016 – 2019)*

INFORMAL EDUCATION

PONDOK PESANTREN MAHASISWA ROUDLOTUL JANNAH SURAKARTA *Surakarta*
Deepen religious knowledge during college to become not only a professional also a religious graduate *(2019 – present)*

WORK EXPERIENCE

FREELANCE *(2020 – present)*
Mobile App Developer
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

DMC-PASUS 2021/2022 *Surakarta*
Knowledge Division *(2021 – present)*
- 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 2021 *Surakarta*
Secretary *(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

DMC-PASUS 2020/2021 *Surakarta*
Knowledge Division *(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
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PANITIA PENERIMAAN SANTRI BARU 2020 *Surakarta*
Secretary *(2020)*
- 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

PANITIA WISUDA SANTRI DAN PERTEMUAN WALISANTRI 2020 *Surakarta*
Consumption Division *(2019)*
- Provided food and distributed food for participants during the event

PROJECT

Resume Website *(2022)*
- My personal website to present my resume and portfolio
- Developed using React.js and TailwindCSS for styling
- Deployed in netlify

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 (Chemical Elements App) *(2020)*
- Developed an 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

CERTIFICATION

Microsoft Technology Associate, Database Administrations Fundamentals *(December, 2020)*
Credential ID: wnw5m-4Smo