

# ANUGRAH SURYA PUTRA

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Kota Bandung, Jawa Barat

I am a mobile developer and a recent graduate in informatics engineering. I specialize in developing Flutter applications for various platforms and devices. I have a passion for creating efficient and user-friendly mobile solutions. I am always eager to learn new skills and improve my knowledge in the mobile industry. I am looking for an opportunity to join a dynamic and growth-oriented company where I can contribute to its success.

## Education

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### Universitas Pasundan - Bandung

Aug 2018 - Jul 2023

*Bachelor Degree in Informatics Engineering, 3.04/4.00*

- Relevant Coursework: Web Development, Mobile App Development, Computational Thinking, Software Engineering, Software Development
- Active in the Informatics Engineering Student Association organization for the 2019/2020 period
- Designed and developed two e-market mobile applications as part of the Thesis Project

## Experiences

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### PT. Inovasi Karya Mahendra (INKARA) - Bandung, Jawa Barat

Mar 2022 - Jun 2022

*Mobile Developer intern*

PT INKARA is a company engaged in the business of Products and Services established in 2021

- Developed a mobile app prototype called Kantin Virtual for the Faculty of Engineering at Universitas Pasundan
- Designed user interface and implemented it using Flutter framework
- Worked independently to complete the project within three-months internship
- Demonstrated the prototype app to field supervisor and received positive feedback

## Projects

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### Get Wallpaper Mobile App - Personal Project

Sep 2023 - Oct 2023

*Personal Project*

Get Wallpaper is a mobile application developed using Flutter. It serves as a platform for users to browse, download, and set wallpapers from a vast collection fetched from Pexels API.

- Developed the application following the principles of clean architecture.
- Implemented state management using the BLoC pattern.
- Implemented search functionality for users to find specific wallpapers.
- Developed a feature to download wallpapers and set them as the device's wallpaper.

### E-Market Mobile Applications - Academic Project

Dec 2022 - Jun 2023

*Mobile App Developer*

The E-Market project consisted of two mobile applications, the E-Market Seller application and the E-Market Buyer application, developed as part of my thesis project.

- Developed two mobile applications using Flutter, providing a platform for online buying and selling.
- Integrated Google Maps for location services, including the Geocoding API and Places API.
- Integrated Firebase for user authentication, data storage with Cloud Firestore, and push notifications with Cloud Messaging.
- Implemented state management using GetX.
- Contributed to the successful completion of my Bachelor's degree in Informatics Engineering.

## Skills

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- **Technologies:** Flutter, Dart, Git, Firebase, Android
- **Tools:** Visual Studio Code, Android Studio, Figma
- **Soft Skills:** Strong Communications, adaptability, teamwork