

# Anugrah Surya Putra

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## SUMMARY

Recent Informatics Engineering graduate with a passion for mobile development. Skilled in building user-friendly and efficient Flutter applications across platforms. Eager learner continuously seeking to expand my knowledge and contribute to a dynamic, growth-oriented company.

## EDUCATION

Universitas Pasundan	<b>Kota Bandung, Indonesia</b>
<i>Bachelor of Engineering</i>	<i>Graduation Date: Nov 2023</i>

## PROJECT EXPERIENCE

<b>Quraani - Quran Mobile App</b>	<b>Lebak, Indonesia</b>
Personal Project	<i>Apr 2024 - May 2024</i>

- Developed a lightweight, user-friendly quran app for Android using Flutter.
- Focused on providing a celan interface for an optimal reading experience.
- Integrated features such as bookmarks, search functionality, and share verse to social media platforms

<b>Get Wallpaper Mobile App</b>	<b>Lebak, Indonesia</b>
Personal Project	<i>Sep 2023 - Oct 2023</i>

- Developed wallpaper app for discovering and downloading wallpapers for Android using Flutter.
- Allows users to browse, download, and set wallpapers.
- Fetches wallpaper data from an external API and displays it in a user-friendly interface.

<b>E-Market Mobile Applications</b>	<b>Bandung, Indonesia</b>
Academic Project	<i>Dec 2022 - Jun 2023</i>

- Conducted system analysis and user requirements gathering to determine the main features of the apps.
- Designed and developed dual-sided e-marketplace apps ("E-Market Seller" and "E-Market Buyer") using Figma and Flutter framework.
- Utilized Firebase for backend integration and data storage.
- Integrated Google Maps API for user location services.
- Performed blackbox testing to ensure application features, achieving a 100% test pass rate for the E-Market Seller app dan 95% for the E-Market Buyer app.
- Presented the project results at the thesis defense and received a score of 4.00 (Grade A).

## EXPERIENCE

<b>PT. Inovasi Karya Mahendra (INKARA)</b>	<b>Bandung, Indonesia</b>
Mobile Developer Intern	<i>Mar 2022 - May 2024</i>

- Developed a app prototype, "Kantin Virtual" for the Faculty of Engineering at Universitas Pasundan.
- Designed and Implemented user interface using Flutter Framework.
- Independently completed the project within three-months internship.

## SKILLS

**Technologies:** Android, Dart, Flutter, Firebase, Git

**Tools:** Android Studio, Figma, Visual Studio Code, Neovim

**Skills:** Problem Solving, Adaptability, Communications

**Languages:** English (Professional Working Proficiency), Bahasa Indonesia (Native)