



ASMA SA'DIYAH RAHMAN

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Currently studying Informatics Engineering at Universitas Islam Syarif Hidayatullah Jakarta with a strong interest in Web Development, Mobile Applications, and Data Analysis. Passionate about understanding and leveraging data to drive informed decisions, with hands-on experience in developing responsive web applications. Detail-oriented, analytical, and always enthusiastic about learning new technologies and methodologies.

Education Level

Universitas Islam Negeri Syarif Hidayatullah Jakarta - Tangerang Sep 2021

Undergraduate Informatics Engineering, 3.91/4.00

- Relevant Coursework: System Analytics and Design, Basic Programming, Next-Level Programming, Artificial Intelligent, Data Science, Software Engineering, Database, Cyber Security

SMAN 58 Jakarta - Jakarta Timur Jul 2018 - Jun 2021

High School Diploma in Science

Work Experience

KawanBantu - Remote Sep 2024 - Present

Front End Developer Intern

- Developed the KawanBantu website with TypeScript, React, and Tailwind, creating a responsive and user-centric platform.
- Identified and resolved bugs, significantly improving the website's performance and user experience.
- Collaborated with team members to optimize UI/UX, ensuring a seamless and visually appealing interface.
- Implemented best practices in code structure and design, enhancing maintainability and scalability.

Ministry of Religious Affairs (SISKOHAT) - Jakarta Sep 2024 - Nov 2024

Mobile Developer Intern

- Developed a mobile application with Flutter to detect MRZ data from passport photos, convert it to text, and integrate it with an API for streamlined data processing and verification.
- Leveraged Python to improve the accuracy of MRZ data detection, ensuring precise text conversion and enhancing data integrity.
- This application has the potential to replace costly MRTD machines, potentially saving the government up to 2+ Billion Rupiah.
- Actively participated in meetings, assisting in taking notes and documenting each meeting activity

Solusi Digital Coding Academy Aug 2023 - Nov 2023

Tutor

- Mentored children in creating games on Roblox, guiding them through basic game development concepts.
- Designed engaging and visually appealing learning modules in PowerPoint, enhancing the learning experience for students.

Volunteer Experience

Learning Class Coding - UIN Jakarta Sep 2022 - Feb 2023

Teacher

- Teach new student about how to code in C and Java language
- Make module about learning C and Java language

New Student Orientation - Tangerang Aug 2022

Publication, Documentation and Design Comittee

- Create informative graphics for visual communication media
- Documenting and publishing the activity

PASHCO Competition - Jakarta Mar 2020

Person in Charge

- Responsible for directing and providing information to participant.

Informatics Organization Training - Bogor Dec 2022

Publication, Documentation and Design Comittee

- Create graphics content for media publications
- Responsible for documentation event

- Manage to decorating event rooms

Skills, Project & Achievement

- **Skills:** React.Js, Next.Js, Tailwind, Git, Typescript, Python, HTML, CSS, C, Analytical Thinking, Figma, Adobe Illustrator, Canva, Microsoft Office
- **Projects** (2023): Make UI/UX about skincare online shop and implemented it with HTML & CSS
- **Projects** (2022): Make a website about Calorie Deficit, consisting of calorie calculator, water needs and diet menu using HTML and CSS
- **Achievements** (2021): Won Mini Competition Marine poster "What Things We Can Do For Sea" that held by Universitas Negeri Jakarta
- **Achievements** (2021): Won the Favorite Winner award in the Veterinary Poster Competition at Kemadiv UGM for my poster on the importance of public awareness of animal welfare.