

ASMA SA'DIYAH RAHMAN

+6283811404951 | Asmasadiah91@gmail.com | linkedin.com/in/asmasadiyah/ | https://bit.ly/Portfolio-web-asma

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

SMAN 58 Jakarta - Jakarta Timur

Jul 2018 - Jun 2021

High School Diploma in Science

Work Experience

KawanBantu - Jakarta

Sep 2024 - Present

- Front End Developer Internship
- Developed the KawanBantu website with TypeScript, React, and Tailwind, creating a responsive and user-centric platform.
- Identified and resolved bugs, significantly improving functionality, 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 expensive MRTD machines, offering significant cost savings for the government.
- · 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, Achievements & Other Experience

- **Projects** (2022): Make a website about Calorie Deficit, consisting of calorie calculator, water needs and diet menu using HTML and CSS
- Projects (2023): Make UI/UX about skincare online shop and implemented it with HTML & CSS
- Favorite Winner of Veterinary Poster Competition Kemadiv UGM (2021): Veterinary Poster Competition "The Importance of Public Awareness of Animal Welfare"
- Best Winner of Mini Poster Competition CMC Acropora UNJ (2021): Mini Competition Marine poster "What Things We Can Do For Sea"
- **Skills**: React.Js, Next.Js, Tailwind, Git, Typescript, Python, HTML, CSS, C, Analytical Thinking, Figma, Adobe Illustrator, Canva, Microsoft Office