Muhammad Rifqi Adli Gumay

 https://github.com/asta-kunn | ✉ rifqibradley12@gmail.com | in linkedin.com/in/rifqi-adli/

Enthusiastic and goal-oriented software engineer with three years of comprehensive experience in both backend and frontend development. Leveraging a background in designing engaging user experiences for websites, I bring a unique blend of technical expertise and creative thinking to software development. Proficient in technologies such as React, Angular, Node.js, Java, and Python, I have a proven track record of delivering high-quality solutions within tight deadlines. My collaborative approach, honed through working with cross-functional teams, ensures effective communication and successful project outcomes. Passionate about applying user-centered design principles, I aim to enhance usability and drive engagement in every software project.

EDUCATION

University of Indonesia, *Bachelor of Computer Science, Computer Science*　　　　　　　*2021 - 2025*
- Participating in various activities of the committee and organizations at the faculty and university levels
- CGPA: 3.62

WORK EXPERIENCE

Teaching Assistant for Programming Foundation 2, Fasilkom UI　　　　　*Jan 2024 - Present*
- Teach and assist 15 students for weekly coding practice in Lab.
- Responsible for creating Tugas Pemrograman and Lab about Java lessons..
- Quality check for Tugas Pemrograman and Lab with other Teaching Assistant

Teaching Assistant Coordinator for Introduction Digital System, Fasilkom UI　　　*Aug 2023 - Desember*
- Coordinated 14 teaching assistants in helping students improve learning achievement.
- Provides a new strategy in giving routine async and sync exercises and accommodate standby sessions periodically increasing student learning enthusiasm.
- Led weekly lab meetings, created and assessed labs and programming assignments, tracking measurable progress and observing an average grade improvement of 75% among students.

Project-Based Virtual Intern : Mobile Application Developer Mandiri x Rakamin Academy　　*May 2023 - Jul2023*
- Utilized Kotlin as the primary programming language for application development.
- Gained practical experience in working with XML and Gradle for application layout and build configuration.
- Demonstrated proficiency in applying the principles of Kotlin and best practices in Android Studio.
- Engaged in hands-on exercises to enhance skills in Android Kotlin development and explored iOS development using Swift.
- Acquired knowledge in unit testing methodologies to ensure robust application functionality.
- Explored API integration and worked with RESTful APIs to fetch and process data within the application.

Teaching Assistant for Calculus II, Fasilkom UI　　　　　　　　　*Jan 2023 - Jun2023*
- Assisted 33 students in retaking calculus II course to enhance their understanding and successfully graduate
- Led weekly pop quiz discussion, created and assessed assigments.

Web Developer Internship, PT Sultan Langit Teknologi Nusantara　　　　*Jan 2023 - Apr 2023*
- Build fully responsive websites using WordPress, ensuring that the sites adapt well to various devices such as desktops, tablets, and mobile phones.
- Developed custom plugins for WordPress that meet specific client needs. For example, integrating a payment system or providing additional functionality not available in existing plugins
- Follow-up and documenting project charter's update from business owner

ORGANIZATIONAL EXPERIENCE

Super Member Web Development, GDSC UI　　　　　　　　　　　*Oct 2021 - Present*
- Contributed as a Super Member within the Web Development team of Google Developer Student Club (GDSC) at Universitas Indonesia.
- Collaborated with a diverse team of students passionate about technology and web development.
- Participated in various web development projects, focusing on creating innovative and user-friendly solutions.

Succession and Coaching Staff, DPM Fasilkom UI 2023　　　　　　　*Aprl 2022 - May 2023*
- Monitor the flow of the election of the chairman of Bem

- Monitor the flow of pmb fasilkom ui

Ticketing Team Leader, Toska Kemas UI 2023
Jan 2021 - Jul 2021
- Making ticketing system for Toska Kemas UI websites
- Making prototype before handing off to developer
- Collaborate with other platform for online ticketing

IT Support Staff, PERAK (Computer Folk Party)
Oct 2021 - Feb 2022
- Successfully streamed event of Family Games, League Competition, and Charity Games for the biggest event at Fasilkom UI 2022
- Improve OBS Studio Skill and involve discussion work and improve public speaking skills

Logistic Staff, Toska Kemas UI 2023
Sep 2021 - Des 2021
- successfully prepare zoom and become an operator in campus surgery events, online socialization, and organizational meetings
- successfully prepare plaques for speakers and successfully prepare external domains for sponsorship purposes

VOLUNTEER EXPERIENCE

Public Relations Officer, Bergerak Berdampak
Jul 2022 - Aug 2022
- Approached several potential partners and brands through marketing calls to support all related events
- Manage LinkedIn account and communicate the information to external parties through LinkedIn content

Programming Tutor, Fasilkom UI
Jul 2022 - Sep 2022
- Mentoring 20+ accounting students at Fasilkom, University of Indonesia in the specific topic of introduction basic programming

Volunteer Teacher, Gerakan UI
Nov 2021 - Mar 2022
- Assigned as the teacher of 6th grade student from SDN 35 Lahat, South Sumatra.
- Designing teaching curriculum for one month, assessing the student for their academic and non academic performance, visiting their parents to gain insight about their condition, and writing report for the recommendation which will be given to the local government

PROJECTS

Sepuh Learn
Dec 2023
- SepuhLearn is an innovative platform that aims to help Indonesians master independent programming skills. We will apply various learning theories, such as behaviorism, cognitivism, metacognition, self-regulated learning, and critical thinking to provide users with an effective and structured learning experience. SepuhLearn provides users with the opportunity to learn programming in an interactive and in-depth method, with a variety of resources. Users can develop their programming skills from basic to advanced level. This application is designed to accommodate various learning styles, so that users can achieve the maximum level of understanding.

Coral Bleaching Detection Using Neural Network
Aug 2023
- Integration of computer vision technology in detecting and classifying coral bleaching not only offers a proactive solution to combat the threats faced by Indonesia's coral reefs but also aligns seamlessly with the overarching goals of environmental preservation outlined in the G20 Bali Summit 2022.
- By leveraging advanced computer vision algorithms, this initiative represents a crucial step forward in addressing the adverse impacts of human activities on the coral ecosystem, showcasing a commitment to sustainable practices and contributing to the broader mission of safeguarding Indonesia's invaluable coral reefs.

Koko Space
Jul 2023
- Kokospace is an application developed as part of an advanced programming project. Collaborating with my teammates, we designed and developed an application that encompasses features such as renting rooms for accommodation, coworking spaces, meeting rooms, and a wallet top-up functionality.

Socco
Jun 2023
- The Football App is an application developed as part of a database project. Collaborating with my teammates, we designed and developed an application that caters to the roles of committee managers and spectators. As a team member, I successfully implemented the dashboard functionalities for Manage team manajer, dashboard manajer, dashboard panita, dashboard penonton, and for authentication (login and register)

Kembangin

- Kembangin is a website designed to assist in the growth and development of children. The website offers a range of features that includes a BMI calculator, a forum where parents can ask questions to doctors, articles about child development, and recommendations for medication for children.

SKILLS

- Programming: Python, Java, Javascript, HTML, CSS, Go, Dart, SQL, Typescript
- Coursework: Web design and development, Amazon Web Service, Backend with Golang, Angular Developer
- Linguistics: Indonesian (Native), English (Advanced)
- Soft skills: Leadership, Communication, Teamwork, Work Ethic, Time Management
- Tools: Webflow, Ms. Excel, Ms. Word, Ms. Powerpoint, NextJs, Golang, ReactJs, SpringBoot Java, Flutter

ACHIEVEMENTS

- 1st place at Province Scientific Writing Competition in the Biology Show in Sriwijaya University — *Jul 2018*
- 3rd place at place at Physics Contest in 39th PT. Bukit Asam Celebrated — *Feb2020*
- Finalis Business and IT Competition Compfest University of Indonesia — *Oct 2021*
- Finalis Data Mining Competition Gajah Mada University — *Mar2023*