



MUHAMMAD AZWIN RIFAI

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SUMMARY

A final-year Informatics student (7th semester) now focussing my passion for software engineering on native mobile development. My greatest strength lies in blending technical proficiency with creativity and user-focused empathy, allowing me to build applications that are not just functional, but also need-driven, intuitive, and engaging. I am eager to apply this unique skill set in a professional environment where I can continue to grow and create impactful products.

SKILLS

My approach to technology is driven by a simple philosophy: to build tangible solutions for real-world needs, often starting with a problem I face myself. This has led me to develop a unique blend of skills. While I am technically proficient in building web and native Android applications with Kotlin and Jetpack Compose, my experiences in game design and award-winning video production have taught me to focus on the human side—how a product feels and the story it tells. I believe my greatest strength is this ability to combine practical, need-based problem-solving with creative empathy, allowing me to build applications that are not just functional, but also intuitive and engaging.

EXPERIENCE

Fullstack Web Developer (Independent Study) CodingCamp 2025 | DBS Foundation

February 2025 - July 2025

- Specialized in front-end development for the JantungIn capstone project, a web application for early detection of heart disease risk.
- Engineered a responsive and interactive user interface using a modern tech stack including Vue.js, Tailwind CSS, and Webpack, while consuming a RESTful API from the back-end team.
- Acquired foundational knowledge in back-end development through comprehensive coursework, including API creation and testing with Node.js, Hapi.js, and Postman.
- Graduated with a final grade of 91/100 (Predicate A), placing among the top performers and earning a formal conversion of 20 university course credits (SKS).

EDUCATION

Universitas Bhayangkara Jakarta Raya - Bekasi, Indonesia Informatics Student

September 2022 - Present

- Current GPA: 3.77/4.00

SMAN 1 Tambun Utara - Bekasi, Indonesia Science

July 2019 - May 2022

- Final Grade: 83/100

VOLUNTEER AND LEADERSHIP

Android Division Mentor & Assistant
Developer Student Club | Universitas Bhayangkara Jakarta Raya

October 2024 - Present

- Mentored a focused group of 5 members in foundational Android development, fostering a supportive learning environment.
- Initiated and co-led a 6-week "Study Jam" program held weekly, teaching fundamental concepts including Android Studio IDE navigation, OOP, Kotlin basics, and Activity.
- Guided members through hands-on practice, such as building a basic login UI using XML Layouts and Kotlin.
- Actively contribute to ongoing club activities, including providing continuous technical mentorship and support for member projects.
- Selected to lead as the upcoming Head of Division for the next academic year based on demonstrated initiative and mentorship skills.

Event Staff

Coklat Extra Friendship Moments | Universitas Bhayangkara Jakarta Raya

October 2024

- Ensured event security and enhanced attendee experience by performing guest screening and facilitating interactive mini-games.
- Demonstrated adaptability by handling multiple responsibilities in a dynamic, fast-paced event environment.

Logistics Staff

Musicfest "Grow for The Future" | Universitas Bhayangkara Jakarta Raya

September 2024

- Managed the timely distribution and setup of crucial equipment and consumption to every player, effectively resolving logistical challenges under pressure.

AWARDS

1st Place Winner, Company Profile Video Competition

Faculty of Computer Science, Universitas Bhayangkara Jakarta Raya

September 2024

- Led a team of 3 members to conceptualize, script, and editing the winning video entry.
- Recognized for outstanding creativity and storytelling in a faculty-wide competition.

COMPETITIONS

Game Jam Participant

Events: Global Game Jam (January), Pixel Game Jam (May), Indie Game Ignite Game Jam (Agustus)

2025

- Collaborated intensively in multidisciplinary teams, both in-person and remotely, to develop functional game prototypes from scratch under strict 48 to 72-hour deadlines.
- Contributed in key creative roles, specializing in Sound Design across three events and taking on Level Design responsibilities at Global Game Jam.
- Actively participated in rapid brainstorming and prototyping sessions to transform initial concepts into playable experiences.