Sultan Insan Geosrinov Muhammad Rifqi

✉ sultanrifqi04@gmail.com   ☐ +447500412329   📍 London, UK

🌐 blue4sky.github.io   in linkedin.com/in/sultan-rifqi/

PROFILE

A hard-working computer science student with years of hands-on experience creating and testing applications for Android and iOS. Since high school, I have made many apps starting from the simplest to the most complex one, such as integrating multiple APIs to build a functional end-to-end app that impacts users positively.

My high school experiences leading a student council, a society and an event have enhanced my leadership, communication and time management skills. I have also participated in many olympiads in mathematics or informatics, which strengthen my critical thinking and problem-solving skills.

EDUCATION

University College London   *London, UK*
BSc Computer Science (expected first-class)   *Sep 2021 - Jun 2024*
- **Key Modules:** Algorithms, Object-Oriented Programming, Principle of Programming, Theory of Computation, Mathematics for Computer Scientists.

University of Warwick   *Coventry, UK*
International Foundation Programme - Computer Science Pathway   *Sep 2020 - Jul 2021*
- **Key Modules:** Pure Mathematics (**A***), Statistics & Further Mathematics (**A***), Computer Science (**A***)

PERSONAL PROJECTS

'Edspert' Bootcamp - Educational Quiz App   *May 2022 - Aug 2022*
GitHub Link: https://github.com/blue4sky/EducationApp
- Independently built an educational app using **MVC Architecture** to support Indonesian high school students preparing for university entrance exams.
- Features include a built-in forum with sending text and photo functionality using **Cloud Firestore**, full-stack development with **Flutter**, push notifications for giving the latest information to students using **Firebase Cloud Messaging**, and integrated SSO Authentication.
- Completed MVP within 8 weeks and tested by fellow Bootcamp students with future plans of public deployment.

Tetris AI   *Oct 2021 - Nov 2021*
GitHub Link: https://github.com/blue4sky/tetrisAI
- Built an intelligent Tetris solver using AI heuristics in **Python** as part of the University's coursework.
- Implemented the **Genetic Algorithm** to keep winning rounds in clearing 1000 blocks in Tetris by optimising the number of complete lines and reducing the number of gaps.
- Calculated the optimal set of parameters for each heuristic to get the highest score.

Snapchat Clone Android App   *Aug 2021 - Sep 2021*
GitHub Link: https://github.com/blue4sky/snapchatclone
- Learned Android development lifecycle from implementing Realtime database to deploying it with secure authentication using **Firebase**.
- Implemented a Snapchat-like application using **Kotlin** and **Android Studio** to allow users to send a text with a photo to another user.

ACHIEVEMENTS

- President of The Student Council in Junior High School (2016 - 2017)
- Vice President of The Japanese Club in Senior High School (2018 - 2019)
- Qualified for city-level in four National Mathematics Olympiads in Jakarta, Indonesia (2017-2019)
- Qualified for city-level in a National Informatics Olympiad in Jakarta, Indonesia (2019)
- Winner of city-wide Japanese language contest held by the Governor of Jakarta among 50+ candidates (2019)

SKILLS

- **Spoken Languages:** English and Indonesian.
- **Programming Languages:** Python, C, Dart (Flutter), Java, and Kotlin.