Sultan Insan Geosrinov Muhammad Rifqi

sultanrifqi04@gmail.com
+447500412329
32-34 Market Rd, London, UK
linkedin.com/in/sultan-rifqi/

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

Personal Website: *blue4sky.github.io*

- **Snapchat Clone App**

  Built a responsive app using **Kotlin**, **Firebase**, and **Android Studio** that allowed users to send a text with a photo to another user. This app is a simple implementation of the original Snapchat application. Firebase Authentication was used in this app to store users' usernames and passwords. Also, every text and photo the user sends will be stored in the Realtime Database.

- **Quiz App**

  Built a quiz app using **Flutter**, **Firebase**, and **Postman** to help high school students do their preparation for university entrance exams. Firebase Integration has been used in this app, such as Authentication for Google sign-in method, Cloud Firestore and Storage for storing chat information (text and photo) in Discussion Room Menu, and Cloud Messaging for giving notifications about the latest news to the students. This app was created by using **MVC Architecture**. To provide an HTTP client and handle some advanced features and errors, the **Dio** package was used. Also, the **SharedPreferences** plugin was used for saving local data, such as personal information and selected answer.

- **Tetris AI**

  Coursework from the university, Tetris AI, was built using **Python**. The Genetic Algorithm was used in this project so that the current AI could achieve its best score and beat the previous AI. Aggregate height, complete lines, holes, and bumpiness are the four heuristics used in this algorithm. To make the score even higher, the optimal set of parameters was calculated appropriately for each heuristic.

ACHIEVEMENTS

- President of The Student Council in Junior High School (2016 - 2017)
- Vice President of The Japanese Club in Senior High School (2018 - 2019)
- Participated in four National Mathematics Olympiad in Jakarta, Indonesia (2017-2019)
- Participated in a National Informatics Olympiad in Jakarta, Indonesia (2019)
- Winner of "Japanese Language Quiz Contest" in Jakarta, Indonesia (2020)

SKILLS

- **Spoken Languages:** Bilingual English and Indonesian.
- **Programming Languages:** Python, C, Dart (Flutter), Java, and Kotlin.
- **Soft Skills:** Leadership, Communication, Critical Thinking, and Problem-Solving Skills.