Curriculum Vitae

Dadah Taufik Permana

Garut, Jawa Barat | +6287871755934 | dadahtaufik14@gmail.com

Education

UNIVERSITAS JENDERAL SOEDIRMAN (UNSOED)

Banyumas, Indonesia

Faculty of Animal Husbandry

• GPA: 3.01 out of 4.0

Aug 2016 – Nov 2020

Experience

Flutter Mobile Developer

PT. Ihsan Solusi Informatika SuperBootcamp

18 Feb 2023 – 18Apr 2023

Throughout my experience, I have worked on several projects, both independently and as part of a team. Here are some highlights:

In the Skinventory project, I was responsible for the following tasks on the homepage:

- Handling the homepage: I took charge of developing and maintaining the homepage, ensuring its smooth functioning and appealing design.
- Implementing SinkMenu feature: I integrated the SinkMenu feature, which allows users to access different sections or categories within the application.
- Displaying list on the homepage: I designed and implemented the functionality to display lists of items on the homepage, ensuring a user-friendly interface and efficient navigation.
- FAQ feature in SinkMenu: I incorporated a FAQ feature within the SinkMenu, allowing users to access frequently asked questions and relevant information.
- Item handling on the homepage: I managed the items displayed on the homepage, ensuring their proper arrangement, sorting, and presentation.
- Navigation to product details: I implemented the functionality that enables users to navigate from the homepage to detailed product information.

In the FoodMarket project, my responsibilities included:

- Implementing getCategory by keywords: I developed the functionality to retrieve and categorize products based on specific keywords, ensuring accurate search results for users.
- getListProduct by keywords: I implemented the logic to fetch and display a list of products based on user-provided keywords, enhancing the search functionality of the application.
- Creating cart: I developed the cart feature, allowing users to add desired products, manage quantities, and proceed with the checkout process seamlessly.
- Creating favorite product: I implemented the feature that enables users to mark products as favorites, providing a personalized and convenient experience.

Intensive Pairing Frontend Developer

Refactory – Batch 12

12 Sep 2022 – 09 Des 2022

- Built, developed project Mediverse and enhanced application for a client
- Collaborated with fellow frontend mobile developers. My responsibilities included translating UI/UX designs into kotlin code that runs smoothly on the Android platform
- Built project with kotlin monolith architecture to clean architecture using kotlin
- Additionally, implemented business logic in the application and integrated it with the backend through backend APIs, and testing API using postman

- Make unit testing and mock tests using kotlin to make sure the program runs as it should
- Collaborated work on code with team using GitLab and/or GitHub for versioning control system
- Agile SDLC tool to an overview the tasks using Sev2 board

Bootcamp Kotlin Mobile Developer

SuperBootcamp

26 Des Jun 2022 – 21 Jan 2023

- Learnt about Kotlin Programming Language
- Learnt Data Class, variable, type data, array, object, OOP
- Learnt OOP
- Learnt android: fundamental, layout, navigation, background process & networking, android architecture component, local data persistent
- Learnt Figma: UX Design, UI Design
- Learnt Github: Git Commands & Repository Management

Certified Independent Study

Dicoding 16 Sept 2022

Learning Path: (Programming Logic 101)

- Introduction to the terms "logic" and "algorithm" and the types of basic programming logic
- Learnt logic gates are and their types such as AND, OR, NOT, NAND, NOR, XOR, and XNOR.
- Learnt the problem-solving approach using computational thinking involves decomposition, pattern recognition, abstraction, algorithm design, and evaluation.

Organization Activities

Comitte Member of Soedirman Event of Animal Husbandry (SEARY 2.0)

UKM UP3 Mar-Feb 2018

• Publication, decoration, and documentation event

Comitte Member of Information and Communication

HMI Purwokerto 2019

Creates various types of organizational documents such as reports, memos, and presentations.

Additional Skills

Programming

- HTML
- **CSS**
- **JavaScript** Kotlin
- Dart
- Flutter
 - Framework
- Git

- Firebase
- Linux
- Figma

Social Network

LinkedIn: www.linkedin.com/in/dadah-taufik-permana

Portfolio: https://dadahtaufikpermana.github.io/

Github: https://github.com/dadahtaufikpermana

Portfolio (all-project-link)

As a front-end mobile developer, my expertise lies in using technologies such as Kotlin and Dart with the Flutter framework. I have experience integrating with APIs provided by the backend to create seamless mobile applications. Additionally, I am familiar with Firebase, which can also be utilized for integration purposes. I am skilled in building user-friendly and responsive mobile applications, and I am capable of

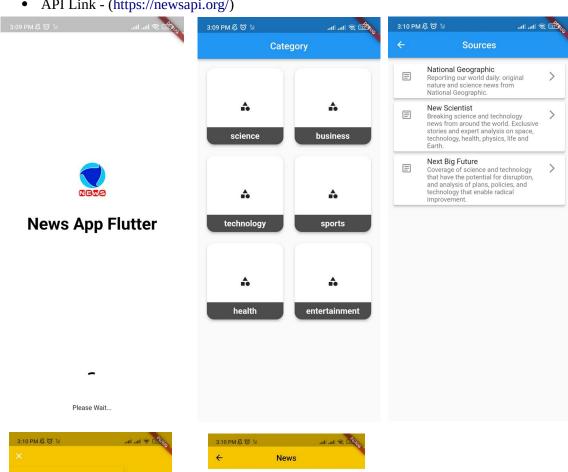
working independently or as part of a team. My goal is to contribute to the advancement of the IT industry in Indonesia and improve the overall quality of IT solutions.

My Project

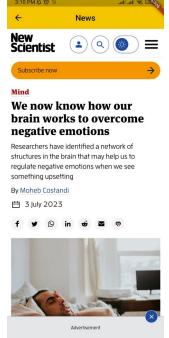
NewsApp (link-project)

This News App is a project that displays news and news channels according to their categories, I am using the webview package to display the details of the news. The application includes several news categories such as science, sports, technology, business, health, general, and entertainment. In this project, I use Getx as the state management solution and implement clean architecture principles.

• API Link - (https://newsapi.org/)

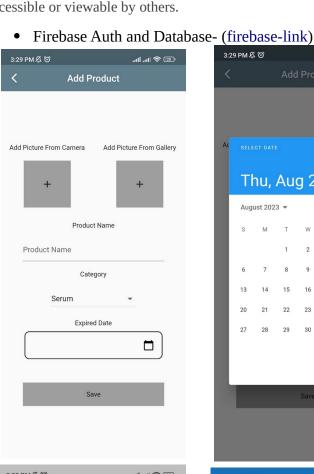


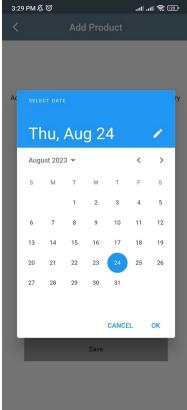




Skinventory

The Skinventory app is an application designed to help users keep track of their beauty products and manage their expiration dates. It was developed by a team of four individuals during the Superbootcamp at ISI. The app is built using the Flutter framework, and it utilizes Firebase for certain functionalities such as user authentication and data storage. Additionally, local storage is used for storing certain data locally on the device. It's worth noting that the repository for the app is set as private, meaning that it is not publicly accessible or viewable by others.





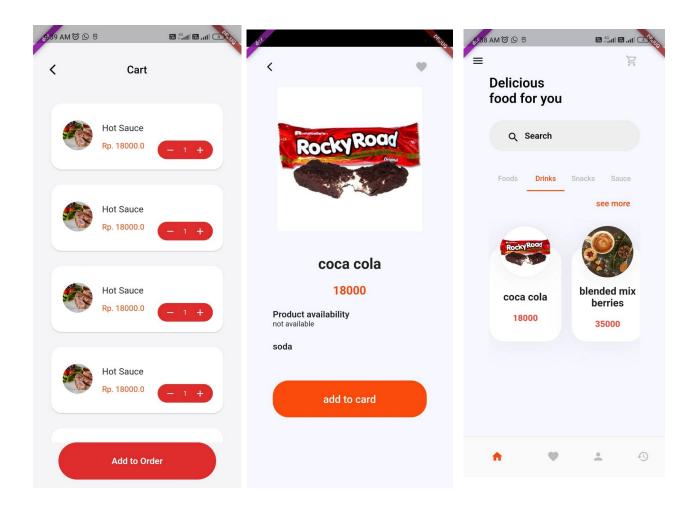






Food Market

Food Market is a mobile-based ordering application developed using Flutter. I collaborated with a Python backend team and another Flutter team for this project. In this project, I created a homepage that displays a list of items based on categories, as well as the ability to get item details by category(foods, drinks, and snack). Additionally, I implemented the functionality to create a cart and display the cart items in a cart list. The project utilizes Getx as the state management solution and follows the principles of clean architecture.





Empowering People Through Programming
PT. Bixbox Teknologi Perkasi

LEGAL

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SURAT KETERANGAN

Nomor: 013/BTP/LGL-ADM/XII/2022 Perihal: Surat Keterangan Pelatihan

Yang bertanda tangan di bawah ini atas nama Manajemen PT Bixbox Teknologi Perkasa - Refactory.id, menerangkan bahwa :

Nama

: Dadah Taufik Permana

NIK

: 3205051404970003

Adalah benar telah mengikuti program pelatihan Intensive Pairing di PT Bixbox Teknologi Perkasa (Refactory.id) sebagai Peserta terhitung mulai tanggal 12 September 2022 sampai dengan 9 Desember 2022. Terima kasih atas dedikasi yang terjalin selama ini.

Demikian surat keterangan ini diterbitkan untuk digunakan sebagaimana mestinya.

Yogyakarta, 9 Desember 2022

Maulana Prambadi

Engineering Director of Refactory

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Start with Flutter: Build Your Beautiful Apps

This certificate is presented to

Dadah Taufik Permana

Webinar Flutter: "Start with Flutter: Build Your Beautiful Apps" on April, 17 2023

Yogyakarta, April 18th 2023

Hestyriani Anisa Widyaningsih

CEO PT Widya Kreasi Bangsa

For more portfolio project detail, click link below https://dadahtaufikpermana.github.io/