

MUHAMMAD DARIS HAFIZH PERMANA

Web & Mobile Developer

Purwakarta, Indonesia. | darishafizh2021@gmail.com | +62895402212096 | [LinkedIn](#)
[Portfolio](#)

SUMMARY

A fresh graduate in Software Engineering Technology (D4) from Politeknik Enjinerig Indorama with strong technical foundations in Web and Mobile Development. Experienced in developing scalable applications using Laravel and Kotlin, integrating APIs, and implementing modern UI/UX design principles. Completed advanced training in application architecture through the Bangkit Academy program (led by Google, GoTo, and Tokopedia). Passionate about growing a career in the IT industry by leveraging technical expertise while expanding into business and product-oriented skills to create impactful digital solutions.

EDUCATION

Politeknik Enjinerig Indorama - Purwakarta, Indonesia

Bachelor of Applied Computer Science in Software Engineering Technology Major (S.Tr.Kom)

Sep 2021 – Sep 2025

- **GPA :** 3.39 / 4.00
- **Relevant Coursework :** Web Development, UI/UX Design, Mobile Development, Software Analysis & Design, Programming, Statistics, Technopreneurship, SDLC.

PROJECTS

Lay's Cake – Smart Sales Web Application

Bootstrap, Laravel, jQuery, AJAX, MySQL

- Built a Laravel-based sales management system to help businesses efficiently manage sales, products, and customer data.
- Developed features to record daily, weekly, monthly, and yearly sales, providing comprehensive revenue analysis and performance reports.
- Implemented real-time stock monitoring and best-selling product tracking, enabling data-driven decision-making for business growth.
- Designed interactive dashboards with responsive UI using Bootstrap and jQuery AJAX, ensuring smooth and intuitive user experience.

ASING! (Awes Stunting) – Mobile Health Application

Figma, Kotlin, API Integration, SOLID Design Principles

- Developed a Kotlin-based Android application to assist pregnant women and breastfeeding mothers in monitoring nutrition.
- Designed and implemented user-friendly mobile interfaces with Figma, ensuring intuitive and accessible user experience.
- Integrated API services and machine learning models into the mobile application for features such as food image classification and nutritional analysis.
- Added key features including calorie & weight tracking, health article access, and secure login, supporting maternal and child health management.

ImuNaku – Vaccination Tracking Web & Mobile Application

Figma, Bootstrap, Laravel, MySQL, REST API, Kotlin, Firebase

- Developed a web platform for Posyandu health cadres and a Kotlin-based mobile app for parents to manage and access child vaccination data in real time.
- Implemented secure authentication, smart scheduling, and an Early Warning System (EWS) that auto-calculates immunization due dates with proactive reminders.
- Integrated Firebase Cloud Messaging (FCM) for personalized notifications and tracking (sent/read status), improving vaccination adherence.
- Built data-driven reporting and analytics modules for official health insights and performance evaluation.

WORK EXPERIENCE

PT. Sava Jaya Anugerah - Bekasi, Indonesia

Full-stack Web Developer Intern

Sep 2024 – Dec 2024

- Developed an Inventory Management System using Bootstrap, Laravel, and jQuery AJAX to improve client asset tracking and reporting.
- Developed an Investigation System with Bootstrap, Laravel, and jQuery AJAX to optimize company operations in handling policy investigations.
- Attended client meetings to gather and analyze requirements, ensuring system features aligned with business needs.
- Collaborated with the team to define project specifications and deliver features on time, resulting in a faster deployment cycle.

Compunova - Purwakarta, Indonesia.

Frontend Developer & UI/UX Designer

Mar 2023 – Present

- Designed and developed responsive web and mobile interfaces for 3+ client projects using Figma, Bootstrap, and Tailwind CSS.
- Conducted user testing and iterative design improvements, enhancing usability and increasing client satisfaction.
- Collaborated with backend developers to ensure smooth business logic integration and consistent design across platforms.

- Performed user interviews and requirement gathering, ensuring clear understanding of project needs and accurate feature implementation.

PROFESSIONAL DEVELOPMENT

Bangkit Academy led by Google, GoTo, Traveloka - Indonesia.

Mobile Development Cohort

Feb 2024 – Jul 2024

- Completed a comprehensive Android development curriculum from basic to intermediate using Kotlin, supported by soft skills and English training.
- Developed Android applications integrated with APIs and Machine Learning for nutritional image processing of single food servings.
- Conducted UI/UX research and prototyping with Figma, ensuring user-centered application design and usability.
- Collaborated with a multidisciplinary team (ML, CC, MD) in an Agile/Scrum environment, enhancing teamwork and project delivery efficiency.

TECHNICAL SKILLS & SOFT SKILLS

- **Technical Skills:** System Design, Figma, UI/UX Design, Bootstrap, Tailwind CSS, PHP, Laravel, MVC, Database (SQL), Git, Object Oriented Programming, Javascript (jQuery), Postman, Mobile Development (Kotlin & Flutter), API Integration, SOLID Design Principles, C#, Agile Methodology (Scrum), Project Management Tools (Trello), Google Workspace, Microsoft Office.
- **Soft Skills:** Critical Thinking, Problem-Solving, Analytical Thinking, Leadership, Project & Time Management, Communication, Team Collaboration, Adaptability & Resilience, Networking.
- **Courses:** Kotlin Programming (Dicoding), Android Development Intermediate (Dicoding), SOLID Design Principles (Dicoding), AI Fundamentals (Dicoding), Applied Machine Learning for Android (Dicoding), Git Basic with Github (Dicoding), Dart Basic (Dicoding), Develop Flutter Application Basic (Dicoding), English for Business Communication (The British Institute).
- **Languages:** Bahasa Indonesia (Native/Mother Tongue), English (Intermediate).

ORGANIZATIONAL EXPERIENCE

Journalist Student Activity Unit | Head of Student Resource and Development

Dec 2023 – Sep 2025

- Coordinated and designed training programs to build skills in journalism, content creation, and digital media.
- Mentored junior members through workshops and practice sessions, enhancing their understanding, teamwork, and output quality in journalism.

Software Engineering Technology Student Association | Chairperson

Oct 2023 – Oct 2024

- Led and managed 20+ members to successfully execute 5+ organizational programs, including leadership training and UI/UX workshops for vocational students.
- Established partnerships with external institutions to expand collaboration and sponsorship opportunities.
- Implemented digital transformation by introducing project management and documentation tools to enhance efficiency.
- Fostered teamwork, engagement, and professional growth, strengthening the organization’s culture and overall performance.

Software Engineering Technology Student Association | Staff in the Cadre Affairs Division

Nov 2022 – Oct 2023

- Designed and implemented programs focused on student development and organizational regeneration to ensure leadership continuity.
- Assisted in recruitment and onboarding of new members, ensuring smooth regeneration.
- Coordinated training sessions for new members to strengthen organizational knowledge and skills.

Student Executive Board | Staff in the Community Service Division

Oct 2022 – Oct 2023

- Designed and managed various community service and research initiatives, coordinating logistics and volunteer participation.
- Engaged with local communities to identify needs and align service projects for greater impact.
- Assisted in monitoring and reporting program outcomes to evaluate effectiveness and ensure accountability.