

# Ramadhana Rizqy Arifin

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### **About Me**

Diligent and driven fourth year information system student looking to leverage front-end web development and organizational skills. Always interested in learning something new, eager to further develop programming knowledge in external and internal organization. Regular attendee of web developer meetups and bootcamp.

## **Skills & Competence**

Java

Studied and applied algorithm and data structures with Java Programming Language

HTML/CSS

Fluent in native HTML/CSS for web development. Developed many web such as portfolio and shopping list web

- SOL

Proficient at relational database with SQL and already implemented the life-cycle in web-app project

# **Strength & Weaknesses**

- + Hardworker
- + Creativity
- + Taking Initiative

## JavaScript

Applied JavaScript for more expert implementation in front-end web development in projects

React Js

Currently studying React Js to implement a reusable and interactive UI. Developed few project with the boilerplate

· Figma

Developed and designed UI/UX prototype with Figma platform.

- Too Detail Oriented
- Self-Criticism
- Too Sensitive

# **Experience**

#### hayVee (Jakarta, Indonesia)

Web Developer Volunteer Staff (Oktober 2021 – Present)

- Developed and Implemented front-end clinic catalog web using React Js and Tailwind CSS for styling
- Developed and Implemented form system to manage clinic data that connected to Rest API

## Google Developer Student Club Chapter ITS (Surabaya, Indonesia)

Partnership and Program Staff (Oktober 2021 – Present)

 Worked with partnership and program team to plan and execute the GDSC Chapter ITS events  Communicate and maintain relationship with partners and sponsors, and find new suitable partner for GDSC ITS

#### **CLICK ITS Student Film Club (Surabaya, Indonesia)**

Exhibition Staff (February 2021 – Present)

- Fully responsible for the writing of the films review content on CLICK ITS social media
- Worked with exhibition team, where my responsibility was to ensure the review video content are published to CLICK ITS social media

### Himpunan Mahasiswa Sistem Informasi (Surabaya, Indonesia)

TechDev Intern (August 2021 – November 2021)

 Worked with a TechDev Student Association team, where my responsibility was to ensure the technological and profession aspect are well informed to all students

#### **CUT Film Festival 2021 (Surabaya, Indonesia)**

Administration and Technical Expert Staff (June 2021 - September 2021)

- Collaborated closely with a head division to manage all Administration and technical staff
- Direct and enhance daily administrative operations relating to all events of CUT Film Festival
- Utilize Spreadsheet database to received information and working with another division
- Worked with team to ensures the CUT Film Festival operational requirement are fulfilled
- Provide effective supervision and training to regular administration and technical staff

## Education

## **Institut Teknologi Sepuluh Nopember (2021 – Present)**

Third Semester of S1 Sistem Informasi - IPK 3,72

- Participate in Manage (Self Management Training) held by Students Association
- Followed my passion in front-end web development

#### Kelas Belajar Machine Learning untuk Pemula by Dicoding (Juli 2021)

Held by Dicoding

- Learn and implemented data and machine learning fundamental
- Developed image recognition machine learning model using Python libraries such as TensorFlow

## Web Development Bootcamp by Kotakode X Progate (August 2021)

Held by Kotakode and Progate

- Learn and implemented HTML, CSS and JavaScript to real case
- Integrated back-end to front-end using Node.js and SQL databases

#### **Awards**

#### Program Kreativitas Mahasiswa Gagasan Futuristik Konstruktif (PKM-GFK) 2021

Held by Kementerian Pendidikan, Kebudayaan, Riset, dan Teknologi Republik Indonesia

- Receive funding for smart agricultural concept on PKM-GFK named "Padiku"
- Delivered a presentation with a team in front of national jury about Padiku
- Currently waiting for final stages (PIMNAS) announcement

## **Best Gameplay Arkav Game Jam 2021**

Held by Institut Teknologi Bandung

- Receive an award for best gameplay for game named "Snake and Stream"
- Design, develop, and implement UI/UX on "Snake and Stream"

## **Portofolio**

Link: dhaaana.github.io

- Designed and developed with HTML/CSS, JavaScript and using Bootstrap CSS Framework
- Showcased my project and skills