



WAHYU ANDHIKA RIZALDI

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Summary

An information technology student with interest in project management, mobile application development, artificial intelligence, and internet of things. I can work at any condition, whether as a team or individual, and work well under pressure. My key point is communication; building strong relationships with people in order to deliver the best results.

Education

- Sepuluh Nopember Institute of Technology** 2021 - now
Information Technology, GPA: 3.69/4.00
- Relevant Coursework: Cyber Security, Internet of Things, Artificial Intelligence, Web Development, Cloud Services, Database System, IT Architecture
- SMA Negeri 8 Pekanbaru** 2018 - 2021
Science

Work Experiences

- PT Mitra Karya Prima (MKP)** Sep 2024 - Jan 2025
Mobile Developer
- Developed an Android job search application to help overhaul workers across the country to find jobs and projects from PT MKP and partners.
 - Integrated the application with the company's Google Spreadsheet database.

Organizational Experiences

- Himpunan Mahasiswa Teknologi Informasi (HMIT) ITS** Feb 2024 - Jan 2025
President
- Responsible for all activities of the ITS Information Technology Student Association, with agendas such as roadshow, gatherings, and others.
- ITS Riau Student Association (IRITSBTR)** May 2022 - Aug 2023
President
- Responsible for all activities of the ITS Riau student association, with agendas such as roadshow, gatherings, and others.
- A Renewal Agent (ARA) 4.0** Oct 2022 - Apr 2023
Head of Marketing Division
- Responsible for publication and marketing, creative content, and social media of ARA 4.0.

Volunteer Experiences

- Bangkit Academy 2024 - Mobile Development Cohort** Jan 2024
Dicoding Indonesia
- Participated in a program led by Google, GoTo, and Traveloka to build knowledge, experience, and develop new skills on Mobile Development and non-technical skills, to help prepare for a successful career in leading technology companies in Indonesia and the world.
- Abdimas & KKN Pelatihan IoT Blitar 2023** May 2023
ITS Information Technology Department
- Conducted IoT training for junior and senior high school teachers in Blitar City.

Cultural Exchange Programme SUSS Indonesia 2022

Jan 2022

Singapore University of Social Sciences

Participated in a program that facilitated interactions between SUSS and Indonesia university students to explore intangible cultural heritage and phenomena.

Achievements

Gemastik 2023 - Smart Device, Embedded System, and IoT Division

Finalist (Top 20)

Gemastik (Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi) is the biggest annual ICT event in Indonesia that has been held since 2007 and is a program of the National Achievement Center (Puspresnas) of the Ministry of Education and Culture and Technology (Kemendikbudristek).

- Developed WaterWise, greywater waste management with implementation of AI, IoT and mobile application-based.
- Using ESP32, pH, TDS, and Turbidity Sensor, and Kotlin for the mobile app.
- Using parameters such as pH, total dissolved solid, and water turbidity to determine water potability.

Skills

- HTML, CSS, JavaScript, C, C++, Java, Python, Kotlin.
- Android SDK and Android Studio
- Firebase, MySQL, SQLite
- APIs Integration
- MVVM/MVP Architecture
- Machine Learning, Data Analytics
- Debugging and Troubleshooting
- Project Management
- Microsoft Office, Trello
- Scrum, Agile Methodologies
- Leadership, Communication, Management, Problem Solving
- Indonesia, English