Muhammad Luthfi

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Professional Profile

Fresh graduate in computer engineering with passion in product development. With five years of experience as designer encompassing graphic design, UI/UX design, and product management, I honed my abilities as a problem solver and project manager. Currently, I am gaining experience through my internship as an iOS developer. I won the WWDC23 Swift Student Challenge with an educational game I developed to teach children about positional notation. I am eager to contribute my technical expertise, creativity, and dedication to drive impactful projects and deliver exceptional results.

Skills & Competency

- SwiftUI (iOS App Development)
- PHP (Laravel)
- Python
- Adobe Software
- Figma

- Project Management
- Problem Solving
- Team Collaboration

Latests Work and Project Experiences

Monei (Project)

IOS Developer (May 2023)

Monei is a daily-use budget tracker app. Monei can help people to write their expenses using envelope method. Providing two types of pocket (envelope): one-time budget, and periodical budget. This is my submission for Academy Challenge to create an app using "Calculation" as a theme. This project must be finished in 2 weeks and 2 days. This project still run in order to publish it in AppStore.

- Implement MVVM model on IOS App.
- Implement IOS Widget to help reduce time to write expenses.
- Using core data as offline database to user.

Count The Milk (Project - Submission for Swift Student Challenge WWDC23)

IOS Developer (Apr 2023)

Count The Milk is a project as my submission for Swift Student Challenge WWDC23. Count The Milk (CTM) help kids 6-10 years old to learn about position notational in numbers because it is the basic thing in math. I use milk as an object to help them learn the important of position notation (ones, tens, hundreds).

- Create this game using Swift Playground App
- Create the assets (design)
- Create 4 stages of games with same mechanic but different goal
- Implementing drag-and-drop feature using GeometryReader
- Create the story to make the app more engaging

Bintang Motor Website (Part-time Project)

Back End Developer (Nov 2022 - Feb 2023)

Bintang Motor is used vehicle store that need Point of Sales to make their transaction accountable. They have 3 stores which in 2 different areas which consist

of 2 kind of vehicle, motorcycle and car. Each store must have different user but if they have the same kind of vehicle must share the same inventory. This project done with 3 people in the team.

- Responsible to create database structure for Point of Sales (POS) app and landing page (MySQL)
- Create and customize Laravel-invoice library to print invoices that match with client requests
- Create two sides web for cashier and for owner (POS app).
- Deploy and maintain web

Education

Apple Developer Academy @ UC Cohort 2023
Developer and Designer – February 2023 - Now
Apple Developer Academy is a scholarship program by Apple that focuses on coding, design, and professional skills for 10 months long.

- Done 2 challenge with success
- Implementing Human Interface Guidelines (HIG) Design
- Learning design and prototyping in Sketch and Xcode with SwiftUI

Institut Teknologi Sepuluh Nopember (2018-2022)
Bachelor of Computer Engineering – Graduate with GPA 3,66 (cum laude)

- Joining HIMATEKKOM ITS 2021/2022 as Head of Communication and Information Department
- Joining BEM ITS 2020/2021 as Staff of Strategic Communication Ministry
- Held ITS EXPO 2021 as Coodinator of Design Division
- Held GERIGI ITS 2020 as Head of Creative Division

Bangkit Academy led by Google, Gojek, Tokopedia, & Traveloka (2021)
Machine Learning Graduate

- Learning about machine learning from simple code until made a model for disfluency detection
- Form a team as new startup in communication field
- Create product based on market-needs collaboration with android dev, and cloud dev

SYNRGY Academy by BCA and Binar Academy (2021)
UI/UX Design & Research Graduate

- Learning about UI/UX Design, research plan, product management using scrum
- Did 2 final project for pre-bootcamp and main-bootcamp graduate requirement with theme provided by organizer
- Collaborate with developer to build product about a

SMAN 1 Lamongan (2015-2018)
Science

- Did scientific project in computer and programming category
- Joining line follower robot competition

Accomplishments
Institut Teknologi Sepuluh Nopember (2018-2022)

- Finalist GEMASTIK XIV at Desain Pengalaman Pengguna Category 2021
- Finalist GEMASTIK XIII at Desain Pengalaman Pengguna Category 2020
- Finalist ICON Startup Bootcamp and Pitching Contest 2020

SMAN 1 Lamongan (2015-2018)
- Silver Medals at International Computer Project Competition (INFOMATRIX) Romania 2017 at Programming Category
- Gold Medals at Olimpiade Penelitian Siswa Indonesia 2018 at Matematika dan Rekayasa Category
- 1st Place at Multimedia And Game Event (MAGE) ITS 2018 at Application Development Category