



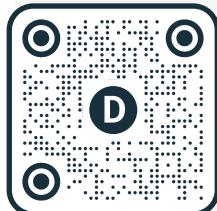
# Dery Sudrajat

Android Developer

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## Profile

Bachelor of Computer Science at the Software Engineering Department, Faculty of Informatics, Telkom Institute of Technology, has a lot of experience in working on Android-based projects and teaches as an assistant professor and lab in the Mobile Development subject. Aspire to be a Google Developer Expert on Android, a researcher, and a technopreneur in the future and embody a diligent personality and a passion for learning. Currently work as Android Developer Associate at LinkAja, Mentor and Facilitor in Bangkit 2022 led by Google, Gojek, Tokopedia, and Traveloka.



## Education

### Telkom Institute of Technology, Indonesia (2017 - 2021)

Bachelor of Computer Science at Software Engineering Department, Faculty of Informatics, as Best Graduate in Academics 2021 with a GPA of 3.95 out of 4.0, and also become The Most Outstanding Student in 2019.



## Working Experiences

### Android Developer Associate, LinkAja (2021 - Present)

Became Android Developer in Core Team Android LinkAja

### Android Developer Intern, Telkom Indonesia (2020)

Become an Android Developer Internship in developing the Petani.id application development project in collaboration between Telkom Indonesia and Petani.id



## Tech Contribution Experience

### Mentor and Facilitator of Bangkit 2022

Become Mentor for capstone project in Bangkit 2022, and also become facilitator that help and manage Bangkit Cohort for 6 months to learn some of Android Development Courses and help them to be well prepared on Google Android Associated Developer Certification.

### Facilitator of Digital Talent Scholarship Professional Academy 2021

Become a Facilitator in the Digital Talent Scholarship Professional Academy (DTS PROA) in the Android program for 3 months organized by the Ministry of Communication and Information

### Graduate of Bangkit 2021

Became 1 of the 3000 people selected to participate in the Bangkit activity as an Android Developer led by Google, Gojek, Tokopedia, Traveloka, and supported by the Ministry of Education and Culture of the Republic of Indonesia to produce world-class talents in 3 different fields, such as Android Developer, Machine Learning Developer, and Cloud Computing

### Telkom Digital Talent Incubator 2020

Talent scouting participants at Telkom Digital Talent Incubator as Android Developer organized by Telkom Indonesia, which selected 500 participants from all over Indonesia for several categories, and only 200 people were selected as Android Developer participants

### Research Project on Android (2018-2020)

Having made several android research projects like Krrja.com, Tangkap Reptil, Petani.id, Seriina, Pet-Paradise, Sidak, Krrja.com is a freelance job search platform that makes it easy to find freelancers based on the closest distance. While Tangkap Reptil is a reptile education, rescue, and marketplace application that can identify reptile types using object detection. More project can be seen on my Github Profile.

## **Android Developer Webinar Speakers 2019**

Being a speaker at the Android Developer Webinar event organized by the National Computer and Informatics Student Association (Perkominas) of Central Java with a total of 500 participants.

## **Ngoprek Day's Speakers 2019**

Ngoprek Day's is a tech talk activity organized by the Software Engineering Student Association, which held every week with different Android topic every week

## **Lab Assistant And Assistant Professor**

Become a lab assistant in 3 different study programs, Informatics Engineering, Software Engineering, and Information Systems, with 4 different courses such as Mobile Development, Object-Oriented Programming, Programming and Data Structures, and Programming Algorithms

## **Facilitator of Indonesia Android Kejar 2017**

Activities carried out to support the government to realize 100,000 developers and 1000 startup in Indonesia, this activity is also supported by Google directly and carried out in 10 cities in Indonesia



## **Achievement**

### **Best Graduate in Academic 2021**

Became the Best Graduate in Academics 2021 at the Telkom Institute of Technology and holds Summa Cumlaude status with a GPA of 3.95 out of 4.0

### **Google Certified Associate Android Developer**

Has passed the Google Developer Certification program in August 2021 and became a Google Certified Associate Android Developer

### **The Most Outstanding Student 2019**

Being the most outstanding student at the Telkom Institute Technology Purwokerto in 2019, this selection is based on the selection of all faculties and study programs by carrying out a study, my research is about applications to help fishermen from transaction activities and can create their own market. This election was taken to the provincial level and became the top 15 most outstanding students throughout Central Java

### **3rd in Krenova 2019**

Becoming the 3rd winner in the award of Community Creativity and Innovation (Krenova) in the field of Information and Communication Technology which was given as an appreciation by the Governor of Central Java to partners and innovators, in this award he made an application for android-based freelancers named krrja.com

### **Dicoding Academy Graduate**

Graduates of many classes at Dicoding Academy on multiple learning pathways such as the Android pathway have passed all classes including the Becoming an Android Developer Expert class and the Machine Learning pathway including Machine Learning Beginners.

### **Finalist of Electro Activities Programme 2017 - Jakarta**

The Electro Activities Program or E-Time organized by the Jakarta State Polytechnic, attended by 20 finalists from all over Indonesia, who were previously selected, participated in the competition on the Internet of Things (IoT), by developing a smart aquarium called "Aufcleader" which can be controlled via a mobile device.



## **Patent**

### **Sistem Informasi Daging Sapi Kebumen (SIDAK)**

The kebumen beef information system application "Sidak.id" is an application that aims to determine the demand for beef in Kebumen Regency, Central Java, Indonesia. This application is used by a team from the Telkom Institute of Technology in the Kebumen Regional Leading Research (RUD) which is funded by the Regional Government of Kebumen Regency.

### **AKSI App**

The "Aksi" is an application for monitoring and information on the spread of Covid-19 which is used by several neighborhoods and hamlet in Purwokerto as a means of preventing and transmitting viruses.

### **Tangkap Reptil**

The "Tangkap Reptil" application is a reptile education, rescue, and marketplace application that can identify reptile types using object detection.

## Aplikasi Belajar Bahasa Inggris (BBI)

The "Belajar Bahasa Inggris" application developed at the end of 2018 and complete in early 2019. Was made for the cheapest and easiest access to English learning media for junior high school students.



## Publication

### Pet Paradise: Android-Based Pet Adoption Application Using Convolutional Neural Network

Undergraduate Thesis - 2021

This study aims to design and build applications that can help the animal adoption process with the help of machine learning technology from the Firebase ML-Kit library to identify Android-based animal types. The development method used to build applications in this study is the Mobile Application Development Lifecycle (MADLC) which includes several phases, namely identification, design, development, prototyping, testing, deployment, and maintenance.

### Cultural Transfer and Procedures in Translation on Mobile Application of 'Tangkap Reptil'

Journal Of Advanced English Studies - 2020

Translation now becomes important in human culture. Translation is the act or process of rendering what is expressed in one language or set of symbols by means of another language or set of symbols. This research aims at analyzing the cultural transfer and how the procedures in translation on mobile application of 'Tangkap Reptil' from Indonesia into the English.

### Effort Estimation for Software Development On Mobile Application Of 'Tangkap Reptil'

Jurnal Infotel - 2019

An essential aspect of planning and management of software design projects is to estimate work time, costs, and human resources. The calculation solution made in this study aims to assist in calculating the estimated time of developing a reptile capture application using the Use Case Point (UCP) method. The UCP method is a software effort estimation method that shows better performance compared to other methods.



## Organization

### Software Engineering Student Association

Become the Chief Executive or "Kahim (Ketua Himpunan)" of the Software Engineering Student Association, from 2017 until 2019. That means I served for 2 periods, who leads the entire Software Engineering department and accommodates in the academic and non-academic fields.

### Sahabat Beasiswa Chapter Purwokerto Community

Become the President of Sahabat Beasiswa Community Chapter Purwokerto 2020. Sahabat Beasiswa is sociopreneur organization in the field of education (we call it SocioEduPreneur). We have a lot of social activities that help our fellow management and outside the management in achieving the desired scholarships, both domestically and abroad.



## Skills

### < > Programming Skills

Kotlin

95% (Advanced)

Java

90% (Advanced)

Python

85% (Advanced)

Java Script

75% (Intermediate)

Swift

70% (Intermediate)



### Design & Prototyping Skills

Figma

95% (Advanced)

Adobe Illustrator

90% (Advanced)

Adobe XD

90% (Advanced)



### Language Skills

Bahasa Indonesia (Native Proficiency)

English (TOEFL 550)