

FADHIL MUHAMMAD

+6282294574365 | fadhilmuhammad.mdev@gmail.com | linkedin.com/in/fadhil-muhammad79/

Medan, North Sumatera

Mobile Developer with 2+ years of experience in building and enhancing Android, tablet, and Android TV applications using Flutter and Kotlin. Skilled in developing Self-Service Ordering Systems, maintaining existing apps, and managing updates on the Google Play Store. Experienced in integrating backend services such as Firebase and Supabase for authentication, real-time databases, and APIs. Served as a Flutter Facilitator in the BEKUP program, facilitating technical learning sessions and mentoring participants from diverse backgrounds.

Work Experiences

BEKUP - Baparekraf for Startup - Remote

Jul 2025 - Present

Flutter Facilitator

BEKUP is an initiative by the Ministry of Creative Economy designed to foster innovation in the creative industry, build a sustainable digital ecosystem, and create new opportunities for the community.

- Facilitated weekly online sessions, monitoring and tracking participant progress from diverse backgrounds to ensure continuous development.
- Reviewed and validated participant journals with 100% compliance to program standards, maintaining high-quality learning outcomes.
- Supported 15+ weekly instructor-led training sessions, ensuring seamless delivery and improving overall training efficiency.
- Implemented peer programming and collaborative learning strategies to strengthen knowledge retention and teamwork skills.

DMB by Damai Nusa Abadi (DNA) Group - Medan (Hybrid)

Oct 2024 - Sep 2025

Flutter Developer

I work at DMB, a software development division under DNA Group, where I focus on building digital systems such as websites, mobile applications. My responsibilities include mobile app development, UI/UX design, and system integration. DNA Group is a business with units across major cities in Indonesia, operating in hospitality, entertainment, food & beverages, and startups.

- Designed and developed a Self-Service Application for Android TV and Tablet, ensuring seamless interaction, optimized UI for different screen sizes, and stable performance.
- Built, maintained, and manage update application on the Google Play Store, ensuring stability and regular updates.
- Collaborated with cross-functional teams to integrate systems and meet stakeholder requirements.
- Implemented and optimized UI/UX based on wireframes, with improvements to enhance user experience.
- Developed and optimized key features, including an attendance system with facial recognition and fake GPS detection, notification system, offline mode for POS, and management systems (Hotel, Asset, POS, Inventory, and Multi-Outlet). Also contributed to additional features such as authentication, location-based services, and system integration to support business operations.

BITSMIKRO - Medan, North Sumatera

Sep 2022 - Sep 2023

President

BITSMIKRO is an informatics engineering student association organization at Mikroskil University.

- Responsible for leading and managing a student organization. Created and maintained a positive environment for the comfort and improvement of internal performance. Made the best decisions based on group discussions.

BITSMIKRO - Medan, North Sumatera

Dec 2021 - Sep 2022

Media Information Division Staff

Successfully conveyed messages and information to the public through social media posts, flyers, thumbnails and organization blog.

Bangkit led by Google, Goto, and Traveloka

Feb 2023 - Aug 2023

Mobile Development

Bangkit is a career readiness program aimed at producing high-caliber technical talent for world-class technology companies and startups in Indonesia, fully supported by Google, GoTo, and Traveloka.

- As part of the Bangkit 2023 Cohort, I studied Mobile Android Development.
- I completed Android classes, including Basic Android, Fundamental Android, Android Intermediate, and Android Jetpack Compose.
- I also completed soft skills and English classes to support my career and professionalism.
- I collaborated with other participants in Mobile Development, Machine Learning, and Cloud Computing to create an Android application.

Kampus Merdeka X Dicoding

Aug 2022 - Dec 2022

Multi-Platform and Back-End

Part of the Studi Independen Batch 3 Cohort at Dicoding Indonesia in the "Multi-Platform and Back-End Developer" learning path through the Kampus Merdeka X Studi Independen Bersertifikat program organized by the Directorate General of Higher Education, Ministry of Education and Culture of the Republic of Indonesia.

- Successfully obtained the title of best graduate at the end of the program.
- Became a Peer Tutor for the Study Group: Teaching and assisting other participants with challenges they faced during their studies.

- Completed Flutter classes including Basic Flutter, Fundamental Flutter, and Flutter Expert, as well as Back-End classes including Basic Back-End using Node.js.
- Created an Android application using Flutter as a final project assignment.
- Completed soft skill classes to support career development and professional ethics.

Freelance

Nov 2023 - Jul 2025

UI Designer

Collaborate with teams and clients in solving problems faced by clients to design or build applications for the benefit of individuals, groups, or companies.

Education Level

Mikroskil University - Medan, North Sumatera

Bachelor of Informatics Engineering, 3.91/4.00

SMK Negeri 10 Medan - Medan, North Sumatera

Senior High School, Multimedia

Skills

- **Mobile Development:** Flutter, Kotlin
- **Web Development:** HTML, CSS, Javascript, React.Js
- **API Integration**
- **BaaS (Backend as a Service):** Firebase, Supabase
- **UI Design:** Figma