

RAHADYAN FANNANI ARIF

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I am a Software Engineer who is experienced in developing various end-to-end applications with more than 4 years professional experience. Passionate about building Front-End web applications including optimization, integration, accessibility, and testing.

SKILLS

- Languages: (proficient): Javascript, Typescript, Dart, Java (familiar): Python, SQL, C++
- Technologies: (proficient): ReactJS, MobX/Redux/Jotai, NextJs, ChakraUI/TailwindCSS, NestJS, Flutter, GraphQL, Webpack (familiar): VueJS, InertiaJS
- Others: Vercel, Firebase, GCP, Git, PrismaJS, MongoDB

EDUCATION

Malang State University, BA Informatics Education

2014 – 2019

- Bachelor of Arts - BA, Informatics Education

EXPERIENCE

Software Engineer, Degetek Studio

Jun 2019 – Dec 2021

Degetek Studio is a software company that focuses on delivering tech-based solutions for education and business.

- Designing system architecture for project and product
- Manage engineering team for Scrum development process
- Research new technology and develop internal tech stack
- Construct development pipeline for development and production
- Conduct code review to help engineers effectively use internal tech stack and keep the consistency of a codebase
- Increasing development efficiency 2x at the end of 2020

Android Developer, PT Klopas Ritel Fintek (Currently: Majoo)

Sep 2017 – Oct 2018

Klopas is one-stop application that can be used for business management. The features include managing sales, customers, payments, inventory, and finance.

- Implemented features for native applications using Java programming language.
- Collaborated with UI/UX designer, back-end developer, QA teams, and product manager to develop product.

Game Programmer Internship, Agate International

May 2017 – Aug 2017

- Do research and development of HTML5 Game using PhaserJS and successfully implement until production
- Develop build tools using Webpack to increase performance and efficiency of development
- Successfully delivered various client projects (bank and television) that increase user engagement and user conversion

PROJECTS

Kodekurawal

2018 - Now

KodeKurawal is a web platform that provides an interactive way of learning with the implementation of Gamification on it. Learn programming by using the mechanics of playing games, so the learning process is no longer boring.

Tech stack: NextJS, Redux, GraphQL, ExpressJS, DraftJS, MongoDB, PostgreSQL, Prisma v1

kodekurawal.com

KNB

2020 - Now

Kemitraan Negara Berkembang Scholarship, popularly known as KNB Scholarship, is a program offered by the Indonesian Government to prospective international students coming from developing countries to pursue their master's degree in one of the Indonesian universities.

Tech stack: NextJS, ChakraUI, Jotai, React-Query, PrismaJS

knb.kemdikbud.go.id

Robopem

2020

ROBOPEM is an online learning platform about Fuel Cell that can be accessed via the web and android devices. There are student management features, user activity analysis, course management, and group management on the admin. The client has features for reading material, viewing learning videos, conducting interactive simulations, and conducting evaluations. The material is presented in various formats, such as Text, PDF, Video, and interactive simulations.

Tech stack: NextJS, ChakraUI, Jotai,

robopem.com

Ecommerce

2020

Online selling and buying platform with C2G (Client to Government) System. There are negotiation feature, payment system that integrated with Midtrans, discount system and stock management.

Tech stack: VueJS, Laravel, InertiaJS, Midtrans

ACTIVITIES

Participant - DSLaunccpad Incubation Program

2020

Participate in startup incubation program organized by DailySocial. The activities are ideation, market validation, product development, and pitching to investors.

Speaker - DLI Gamification Workshop

2019

Invited as a speaker by Disruptive Learning Innovation (DLI) Universitas Negeri Malang, to talk about the concept of gamification to teachers in Malang. I also show how to make gamification products and how gamification is used in the learning process.

Speaker - International Conference on Electrical, Electronics and Information Engineering

2019

Talk about my research with the title Design and Implementation of Interactive Coding with Gamification for Web Programming Subjects for Vocational High School Students

Teaching Assistant - Game Programming Electrical Engineering Dept. Universitas Negeri Malang

2018

Teach the game development process, from game design, prototyping, to development. I teach game programming using C# in Unity3D.

COMPETITIONS

Finalist Game Dev - GEMASTIK

2017

Ministry of Research, Technology and Higher Education-University of Indonesia