

# Farid Andika

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## SUMMARY

Detail-oriented Information Systems graduate with over 2 years of experience in software engineering, specializing in end-to-end mobile app deployment for iOS and Android platforms.. Proficient in SwiftUI, UIKit, and adaptable across different tech stacks to create scalable, user-centered applications. Experienced in leveraging project management tools like Jira, Miro, Confluence, and GitHub to streamline workflows and enhance team productivity. Demonstrated ability to solve real-world challenges by deploying efficient, data-driven solutions that meet user and business needs. Currently advancing expertise in mobile development at the Apple Developer Academy @ Infinite Learning, with a commitment to delivering value in both remote and in-office roles.

## WORK EXPERIENCE

### **APPLE DEVELOPER ACADEMY @ INFINITE LEARNING**

*Onsite Internship (February 2024 – December 2024)*

#### **Unity Developer and Researcher for Find Cimi's House Game**

*September 2024 – October 2024*

- Collaborated closely with a team of 1 designer and 4 developers, using Unity and GitHub for version control, and managed tasks via Agile methodology with Trello and daily standups.
- Researched adventure game mechanics to design core gameplay features, including character movement, map navigation, and seamless chapter transitions.
- Deployed the app to TestFlight for beta testing and the App Store, integrating feedback from mentors and 50+ users to enhance gameplay experience.

#### **iOS Developer and Researcher for Cognivy App**

*July 2024 – Augustus 2024*

- Collaborated closely with a team of 3 developers and 2 designers on app development, conducting desk research and consulting neurologists to incorporate feedback for continuous improvement.
- Developed AR session features on iPad Pro using LiDAR, enabling object placement and replacement in the AR view for enhanced user interaction.
- Led usability testing with elderly Alzheimer's patients, gathering insights to refine key features and improve the app's therapeutic effectiveness based on user and mentor feedback
- Deployed the app to TestFlight and the App Store, integrating feedback from mentors and 25+ users to enhance app experience.

#### **iOS Developer and Researcher for Toolis App**

*June 2024 – July 2024*

- Collaborated closely with a cross-functional team of 2 designers and 3 developers, conducting desk research and user interviews to gather insights that informed app improvements.
- Developed AV Foundation for the app's camera view, enabling handwriting capture for analysis, and implemented Swift Data for secure and efficient internal data storage.
- Published the app on the App Store, enhancing functionality by integrating user feedback into both design and data storage features.

#### **UI/UX Designer, Graphic Designer, and Researcher for FITS App**

*February 2024 – March 2024*

- Collaborated with users and medical experts through research and interviews to gather insights for app design and functionality, using tools like Miro, Jira and GitHub for streamlined project management and version control.
- Created detailed illustrations of human body parts to enhance the app's user interface and educational components, and designed cohesive team and app logos for a strong visual identity.
- Improved user experience by integrating expert feedback, enhancing the app's effectiveness and appeal.

**GOOGLE BANGKIT ACADEMY**

*Remote Internship (Augustus 2023 – January 2024)*

**Android Developer and Researcher for Gym Guide App**

- Conducted user research, gym surveys, and expert interviews to enhance app relevance and usability.
- Collaborated with a cross-functional team of cloud engineer, machine learning engineers, and Android developers to create *Gym Guide*, an app using CNN to identify gym equipment and exercise guide beginners at gym and home.
- Launched the app on Google Play Store after thorough internal testing, managing tasks with Trello and GitHub for streamlined team collaboration.

**EDUCATION**

**APPLE DEVELOPER ACADEMY @ INFINITE LEARNING**

**2024 – Now**

*iOS Developer*

- Collaborate with peers and mentors to conceptualize, design, and develop innovative iOS applications
- Contribute to all stages of the app development lifecycle, including ideation, prototyping, coding, testing, and deployment
- Apply strong technical and creative skills to develop high-quality applications that meet user needs and performance standards

**BANGKIT ACADEMY LED BY GOOGLE, GOTO, & TRAVELOKA**

**2023 – 2023**

*Mobile Development Cohort*

- Learned android development from scratch through Android learning path from Dicoding, covering fundamentals like architecture components, local data persistence (Room, DataStore), and advanced UI using kotlin and jetpack compose
- Learned soft skills in growth mindset, time management, critical thinking, adaptability, project management, and professional communication, including networking and interview techniques
- Selected as Class Leader for MD-42, facilitating communication among mentors, instructors, and class members, and graduated with Distinction (top 10% among 3,500+ cohort graduates)
- Actively promoted Bangkit Academy within my university, organizing events with over 75 attendees and collaborating with the Student Association and university staff to increase program visibility and student engagement.

**STMIK PROFESIONAL MAKASSAR**

**2022 – 2024**

*Bachelor Degree of Information Systems, GPA: 3,72*

**TELKOM UNIVERSITY**

**2018 – 2021**

*Diploma Program in Telecommunication Engineering*

**TRAINING AND CERTIFICATION**

- Apple Search Ads Certified – Apple (2024)
- SwiftUI Essential Training by Steven Lipton – LinkedIn Learning (2024)
- iOS 14 Development Essential Training – LinkedIn Learning (2024)
- LambdaTest Software Testing Professional Certificate – LambdaTest and LinkedIn Learning (2024)
- Atlassian Agile Project Management Professional Certificate – Atlassian and LinkedIn Learning (2024)
- Career Essentials in Github Professional Certificate – Github and LinkedIn Learning (2024)
- DevOps Foundation Training – LinkedIn Learning (2024)
- Junior Graphic Designer (JGD) - BNSP (2023)

**ADDITIONAL SKILLS**

- Programming Languages : Swift, Java, Kotlin, Python, and C#
- Databases : MySQL (RDBMS), Firebase (NoSQL)
- Languages : Indonesia (Native), Buginese (Native), and English (Intermediate)
- Code Editor : Xcode, Android Studio, Visual Studio Code, and Unity
- Creative Software: Adobe Illustrator, Figma, iMovie, Cap Cut, and AutoCAD.