

Farid Andika

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SUMMARY

Recent Information Systems graduate and iOS Engineer with 6 months of experience specializing in both SwiftUI and UIKit. Proficient in building and deploying iOS applications, with expertise in app lifecycle, user interface design, and data handling. Skilled in conducting research, usability testing, and integrating feedback to enhance mobile app performance. Experienced in end-to-end app deployment to both the App Store and Google Play Store. Hands-on experience with all Apple products, currently expanding expertise as a learner at the Apple Developer Academy @ Infinite Learning. Driven by strong curiosity and commitment, adaptable, and enthusiastic about contributing in both in-office and remote environments.

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.

iPadOS Developer and Researcher for Cognivy App

July 2024 – Augustus 2024

- Collaborated with a team of developers and 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 AVFoundation for the app's camera view, enabling handwriting capture for analysis, and implemented SwiftData 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.
- 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.
- Deployed 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
- Demonstrate proficiency in user interface design, data management, and integrating APIs to create seamless and intuitive user experiences.

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: 3,73

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 (2024)
- Atlassian Agile Project Management Professional Certificate – Atlassian and LinkedIn (2024)
- Career Essentials in Github Professional Certificate – Github and LinkedIn (2024)
- DevOps Foundation Training – LinkedIn (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.\