MUHAMMAD FARUQ KAMAL

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SUMMARY

Highly motivated Electronic Engineering student with strong skills in coding and IoT. Passionate about developing innovative solutions and optimizing processes using advanced technologies. Eager to contribute to a dynamic engineering environment and grow professionally.

EDUCATION

D3-Teknik Elektronika - Politeknik Negeri Semarang   **2022 - Present**

ORGANIZATION AND EXPERIENCE

UKM Pengembangan Pengetahuan - Politeknik Negeri Semarang   **2022**

Organization that oversees the field of knowledge and technology development
- Staff in Education and Training division
- PIC in Software Training event

PESIMA - Politeknik Negeri Semarang   **2023**

Major event in POLINES that increase Islamic spirituality for student
- Volunteer in supply and equipment division

PROJECTS

Prototype Penerima Paket Berbasis IOT   **2023**

Using Arduino as a main controller and ESP-32 CAM for camera module and IoT
- Bot Telegram API for a communication between user and system
- Motor servo and LCD for system output

Line Follower Robot   **2023**

Using AT89S51 minimum system microcontroller
- Infrared photodiode sensor as a line sensor

Matching Fund lecturer project "Potato Aeroponic and Control System" **2024**

Using Arduino Mega Robodyn as a main controller and ESP-8266 for IoT
- Framework Laravel for website dashboard
- pH sensor, Ds182 Temperature sensor, SHT20 Humidity and Air Temperature sensor, and TDS sensor for monitoring.

Android Mobile Application   **2024**

Using Flutter and Native-React framework
- Simple note and to-do application
- Simple music application
- Simple IoT application with Wi-Fi and BLE module

Website Development   **2024**

Using HTML, CSS, and JS as front-end with Python as a back-end
- Simple landing web page
- Simple IoT monitoring dashboard web page

SKILLS

Soft Skills :
- Good Communication Skill
- Teamwork
- Time and Project Management
- Work Under Pressure
- Tactical Thinking
- Adaptability and Continuous Learning

Hard Skills :
- Knowledge of microcontrollers architecture and programming for Arduino and ESP
- Basic front-end and back-end programming for website development
- Basic Python and C++ programming for machine learning and IoT
- Basic Flutter and Native React programming for mobile-app development
- Basic Figma, Photoshop, Illustrator, and Corel for 2D design and UI/UX
- Basic CX-One and NB-Designer programming for PLC
- Basic PCB design and circuit analysis with Proteus and EasyEDA
- Basic Solidworks for 3D design
- Microsoft Office