MUHAMMAD FAUZAN ABDIHI

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Final-year student with knowledge in mobile development and data analyst. Experienced in HTML, CSS, Java, Kotlin, and databases. Enthusiastic In mobile application development, machine learning and Internet of Things (IoT).

Education

Bandar Lampung University – Bandar Lampung, Lampung   **Sep 2021 – Present**
Bachelor`s degree, Informatics Engineering, 3.70/4.00

- Related courses: Mobile Programming, Machine Learning, Object-Oriented Programming (OOP), Databases, Web Development, Algorithms and Data Structures, Data Mining.
- Final Project: Development pest detection system for plants using the forward chaining method.

Barumun Higt School Padang Lawas   Jul 2018 – Apr 2021

Experience

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka - Certificate   Aug – Des 2023
Mobile Development

Bangkit Academy, a career preparation initiative launched by Google, GoTo, and Traveloka, offers a Certified Independent Study Program for students in Indonesia. This program aims to equip participants with the skills and knowledge necessary to tackle real-world work challenges.

- Related courses: Basics Programming to Become a Software Developer, Programming Logic, Learn Git Basics with GitHub, Getting Started Programming with Kotlin, Learn to Make Android Applications for Beginners, Learn Android Application Fundamentals, Learn Intermediate Android Application Development, Learn SOLID Programming Principles, Learn to Create Android Apps with Jetpack Compose, Capstone/Final Project, AAD Simulation.
- Activity Description: Self Paced Learning, Instructor Led Training (ILT), Logbook, Weekly Mentoring session, Guest Speaker.

Vocational School Graduate Academy Digital Talent Scholarship BPPTIK 2024 - Certificate   Jun - 2024
Associate Data Scientist

The Vocational School Graduate Academy (VSGA) under the Digital Talent Scholarship (DTS) by Kominfo is a training and certification program. It aims to enhance digital skills, accelerate Indonesia's digital transformation, and provide industry-relevant knowledge to improve employability and entrepreneurial readiness.

- Learning materials: Mastering the Basic Concepts of Data Science, Using Data Science Tools, Collecting Data, Analyzing Data, Validating Data, Determining Data Objects, Cleaning Data, Constructing Data, Determining Data Labels, Building Models, Evaluating Modeling Results, Strategy for Developing Human Resources in the Field of Information Technology and Communication Nationally, Independent Learning and Data Science Project Assignment Work.

Workshop Robot and Prototyping   Mar – 2022
Committee

This activity is a community service program aimed at enhancing technology skills for students and the community in Lampung Province. In this activity, participants are taught how to create a coding system for robots and are introduced to the robotic tools available at the student activity unit of Bandar Lampung University.

Organization

UKM Robotik Universitas Bandar Lampung   **Sep – 2021**
Organization Administrators

- Served as a committee for IoT robotics workshops.
- Become a KRI participant envoy from Bandar Lampung University.

Project

Digital health system based on daily calories (LiteLife)   Des − 2023
Mobile Developer

Litelife is a digital health system application designed to help users control their daily calorie intake, based on the 2019 Nutritional Adequacy Rate (AKG) guidelines. The application collects data from users' daily consumption and provides personalized food and exercise recommendations tailored to their body's needs.

- Create UI Layout and Flow Design and App Functionality (Routing & State Management).
- Integrate Authentication and CRUD Functionalities into the system's code and Integrate ML models through Backend APIs.
- Tested Application

Tools: Android Studio, Figma, Retrofit, Room, Kotlin

Automatic Watering System (IoT)   Jul − 2023
Team Project

The Automatic Watering System (IoT) is a system that automatically waters plants based on soil moisture conditions, thereby reducing the need for manual intervention. Using soil moisture sensors, the system detects moisture levels and determines when plants need to be watered.

- The development of an IoT-based smart watering system aims to increase the efficiency and sustainability of water use in managing parks, gardens or agricultural land.
- The project will include design stages, hardware and software development, as well as field trials to ensure optimal performance in real environments.

Tools: Arduino, ESP32, Soil Moisture Sensors, Relay

Student Learning Aplication School (KyKu App)   Apr − 2022
UI/UX Design

Kyku app is an application to support learning in schools, where students can take attendance and learn through the application.

- Building UI/UX for Kyku Apps, a learning application designed to facilitate users in the online learning process.
- Focus on a user-friendly user interface, intuitive navigation, and attractive design to enhance the overall user experience.

Tools: Figma

Certification

- **Learn to Create Android Apps with Jetpack Compose - [Certificate]**
- **Learn SOLID Programming Principles - [Certificate]**
- **Learn Intermediate Android Application Development - [Certificate]**
- **Learn Android Application Fundamentals - [Certificate]**

Technical Skill and Language

- **Programming Languages:** Javascript, Kotlin, Pyhton, Dart
- **Frameworks:** Flutter
- **Database:** MySQL
- **Tools:** Microsoft Office, Figma, Visual Studio Code, Android Studio, GitHub, Postman, RapidMiner, Jupyter
- **Graphic Design:** Corel Draw, Canva
- **Video Editing**: Capcut, Wondershare Filmora

Language: Indonesia (Native), English (Beginner)