Fauzi Adi Saputra

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SUMMARY

Final-year undergraduate student in Applied Software Engineering at IPB University, specializing in mobile application development using Flutter and Java. Experienced in building applications with API integration, Firebase, geolocation, OpenStreetMap, and machine learning models using TFLite. Proficient in applying MVVM and Clean Architecture, utilizing BLoC and GetX for state management. Proven ability to deliver complex projects within tight deadlines while ensuring functional and responsive UI/UX design. Actively recognized in mobile app development and digital startup competitions. Committed to creating innovative, efficient, and impactful mobile solutions.

EDUCATION

IPB University (2022 - present)
D4 Software Engineering Technology - IPK 3.86/ 4.00

INTERNSHIP EXPERIENCE

PT Kita Bantu Indonesia   Feb 2025 – present
Mobile Developer Internship

Hugo Studio   Feb 2025 – present
Mobile Developer Internship
- Developed Lumbung Data Mobile application using Flutter to digitalize village letter services.
- Implemented GetX for state management to ensure responsive user flows.
- Integrated REST API to streamline the process of letter submission and tracking.
- Designed a status-tracking feature to enhance service transparency.
- Completed the project from design slicing to final build within 1.5 months and delivered on time.

Elite Home Creations   July 2024 – Sep 2024
Web Developer Internship
- Build a hotel company profile website with Laravel, featuring dynamic room pages, details of each room, and article pages.
- Build an admin dashboard with Laravel Filament for flexible and dynamic content management.
- Create APIs to display room and article data to support effective data integration.
- Implemented Laravel with MVC approach to create a modular and user-friendly system.

PT Moku Ferment House   Mar 2024 – Jun 2024
Web Developer Internship
- Design intuitive UI/UX with a focus on ease of navigation and user experience.
- Developed custom elements in WordPress using Elementor, and added HTML, CSS, and JavaScript code for custom pages.
- Created a kombucha calculator for automatic calculation of ingredients based on milliliter amount input.
- Built a responsive website with call-to-actions designed to drive user conversions.

ORGANIZATIONAL EXPERIENCE

MICRO IT   Aug 2022 – Sept 2024
Web Master Division
- Participated in regular training on creating native websites and using frameworks.
- Learning the initial design in making a website with Figma.
- Create responsive website front end.

BEM SV IPB   Jan 2023 – Dec 2023
Student Advocacy and Welfare Division
- Become a member of the student advocacy and welfare department.
- Advocating for students who are economically and financially constrained to attend college.

- Recorded all class leaders' data and held an audience forum.

ACHIEVEMENT

2st Management Festival Business Plan Competition 2024   Oct 2024
Universitas Muhammadiyah Surakarta

1st UI/ UX Competition Geteksi   May 2024
ITB Stikom Bali

Best Initiative Intern   April 2024
Internship PT Moku Ferment House

2st UI/UX Competition SI UAJY Ready to Fly   Mar 2024
Universitas Atma Jaya Yogyakarta

1st Business Plan Competition Medical Festival   Feb 2024
Universitas Muhammadiyah Lamongan

1st Business Model Canvas Agrifest   Feb 2024
Universitas Muhammadiyah Purwokerto

1st Winner of Mobile Android Apps Programming INVFEST X ISF 8.0   Dec 2023
Institut Teknologi Telkom Purwokerto

1st Winner of Business Plan Competition Management Vaganza   Nov 2023
Universitas Siliwangi

1st Winner Debating Competition of Culture and Art Festival   April 2020
Forum OSIS MPK Purwakarta

PROJECT

DermaScan Android App   Apr 2025
- Built a mobile application using Flutter with Clean Architecture, MVVM pattern, and BLoC with Freezed.
- Integrated a Convolutional Neural Network (CNN) model for skin disease classification using TFLite Flutter.
- Implemented REST API using Dio to fetch disease details from the backend.
- Secured user scan results using Flutter Secure Storage for local data storage.
- Developed features for image upload via camera/gallery, disease classification, and result prioritization.
- Completed the end-to-end project within 1.5 months, from model development to full application integration.

EmployMe Android App   Feb 2025
- Developed a job portal application using Flutter with MVVM architecture.
- Implemented BLoC for state management to ensure clean and structured data flow.
- Integrated REST API using the http package for authentication and job listings.
- Managed login data securely using Flutter Secure Storage.
- Completed full UI slicing from Figma and core endpoint integration within 6 days.
- Optimized performance and code structure to ensure scalability for future development.

Sunify Android App   Dec 2024
- Integrated the OpenWeather API with the user's GPS location to provide accurate weather predictions.
- Implemented Flutter Map with OpenStreetMap to display the location of solar panel vendors.
- Created a cost estimation calculator to help users calculate solar panel installation costs based on their home energy consumption.
- Used BLoC state management to ensure smooth and responsive interactions.

- Integrated FCM Firebase to send real-time notifications to users.
- Performed unit testing to ensure all features functioned as intended and met design requirements.

One Home Farm Android App   Mei 2024
- Developed an Android application using Java to support farmer productivity.
- Designed features to simulate agricultural needs and check agricultural quality standards.
- Manage farm record keeping and management with an intuitive interface.
- Integrate AI-based consultations to increase efficiency and awareness of sustainable farming practices.

Harvest Android App   April 2024
- Design and develop an Android application using Unity for agricultural education.
- Provide interactive visualization in 3D for various types of fruits and vegetables.
- Implement Augmented Reality technology to create an interesting and interactive learning experience.

SimPet Android App   Dec 2023
- Build a Java-based Android application to help farmers manage livestock needs.
- Develop a simulation feature for livestock needs and resource prediction.
- Building an e-commerce system that facilitates the purchase of tools and livestock needs.
- Provide AI-based consulting services to optimize farm management and increase production yields.

PUBLICATION

UI/UX Design of One Home Farm Application with Design Thinking Method   Dec 2024
ILKOMNIKA: Journal of Computer Science and Applied Informatics (Sinta 4)

Black Box Testing Website Rima Batik dengan Teknik Boundary Value Dan Equivalence Partitioning   Nov 2024
JATI: Jurnal Mahasiswa Teknik Informatika (Sinta 5)

Comparing User Experience Maxim and inDrive Applications Using the User Experience Questionnaire   April 2024
ILKOMNIKA: Journal of Computer Science and Applied Informatics (Sinta 4)

EXPERTISE

Programming Language: Dart, Java, Python, HTML, CSS, PHP, Javascript, XML
Database: MySQL, MongoDB, Firebase, Rest API
Framework: Flutter, Android Java, Laravel, Codeigniter, Bootstrap, Wordpress
Software: Figma, Android Studio, Postman, Visual Studio Code, Unity, Blender