



FARID CENRENG

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I am a dedicated Computer Engineer with a passion for technology and programming. As a former active lab assistant, I have gained hands-on experience and collaborated on exciting projects. My focus is on full stack Android and Web development, with proficiency in Android native and Flutter for Android development, React.js for Web development, and Node.js for backend API. I am also proficient in IoT development.

Work Experiences

MathArc - Surabaya, Indonesia Apr 2023 - Oct 2023

Technical Division

MathArc is a startup that focused on developing online educational game designed to teach mathematics to elementary school children

- Designed and developed the company website using React
- Developed the game backend using Golang to enable efficient real-time processing. Provided level design in Unity

Bangkit Academy - Indonesia Feb 2023 - Aug 2023

Cloud Computing

Bangkit is a career readiness program led by Google, GoTo, and Traveloka. Launched in 2020, this Kampus Merdeka program offers 3 learning path options, i.e. machine learning, mobile development, and cloud computing. Not only tech skills, Bangkit also provides essential English and Soft Skills development.

- Developed more than 20 REST API endpoints for a morning routine app as part of the Cloud Computing team.
- Manage deployment using virtual machine and serverless solution

Demiwatch - Indonesia Jan 2023 - Jun 2023

Hardware Developer

Demiwatch is a nonprofit group that work to create a device designed to assist individuals with dementia in navigating more freely. The device includes a feature for tracking the wearer's location, accessible via an application held by family members. Through this app, families can monitor the location of their loved ones and search for them if they go missing. The device also sends emergency notifications to the app if any issues arise.

- Developed, and programmed the hardware using ESP32

PT. Adinata Charming Emmanuel - Surabaya, Indonesia Nov 2023 - May 2024

Backend Developer

PT. Adinata Charming Emmanuel is a company that handles various businesses. For this project, I worked with its hotel business, ACE Hotel.

- Creating Back End System for IoT-integrated hotel management application used by over 8+ hotels
- Successfully developed project with microservices architecture, enhancing project scalability and resilience
- Utilized Express.js and MQTT to created over 30 API Endpoints

Potrait Plus - Indonesia Apr 2024 - May 2024

Backend & Web Developer

Portrait Plus is a photography company.

- Developed a REST API with Express.js to handle user, image, and booking management for a photographer's website
- Integrated a payment gateway using Xendit to facilitate transactions on the site.

Education Level

Institut Teknologi Sepuluh Nopember - Indonesia Jun 2020 - Jul 2024

Bachelor Degree in Computer Engineering, 3.73/4.00

- Bronze Medal, PIMNAS 34 (National Scientific Competition)
- Funded Idea, PIMNAS 36 (National Scientific Competition)

Organisational Experience

B201 Telematics Laboratory - Surabaya, Indonesia Apr 2022 - Apr 2024

Lab Assistant (Vice Coordinator)

In this laboratory, students learn and develop computer network technology, multimedia, and game technology. Computer networks studied include grid computing, cloud computing, big data, business intelligence, and parallel computing. For multimedia, topics include issues regarding image & video processing such as recognition, restoration, and presentation systems. Game technology includes game computational intelligence, dynamic difficulty adjusting.

- Do research on machine learning and large language model
- Create Instagram contents, created over 70 contents
- Assist with both basic and advanced programming practicum sessions, assisted over 50 sessionsSupervise workshop and training sessions, impacting 30+ students

MAGE (Multimedia and Game Event) - Surabaya, Indonesia

Feb 2022 - Nov 2022

Competition Coordinator

Multimedia and Game Event (MAGE) is a national-scale annual event features seminars, workshops, and competitions in game development, app development, IoT development, and computer olympiads.

- Supervised national-level competition with over 200 participants
- Promoting and increasing awareness about the event.

Skills, Achievements & Others

- **Achievements** (2023): Secured funding at PIMNAS 36 for the MathArc project, an educational game designed to teach mathematics to elementary students. As Web and Game Developer, I contributed to creating and launching MathArc, which combines learning with engaging parkour-style gameplay. Players solve math problems to progress, making education fun and interactive. MathArc has been promoted through roadshows at university events and elementary schools and has gained over 1,000 downloads on the Play Store in its early release phase. The game aims to reignite students' interest in learning by blending education with gaming.
- **Achievements** (2021): Bronze Medal PIMNAS 34. Rongsokin is a project that won both funding and a bronze medal at the 34th PIMNAS, a national scientific competition. As the Application Developer, I helped create a solution to the issue of unused items piling up in homes due to limited recycling services. Rongsokin provides a marketplace for selling or recycling non-functional household items, partnering with local recyclers to create a sustainable income stream for them. The project features two apps: "Rongsokin User" for consumers and "Rongsokin Picker" for recycling partners, addressing waste management while supporting the local recycling economy.