

MUHAMAD GATOT SUPIADIN

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SUMMARY

“Aspiring **Software Engineer** with a strong foundation in Informatics and a passion for **Website Development and Browser Automation**. Recently graduated with a focus on building robust, scalable applications and automating complex browser tasks. Committed to continuous learning and growth in software development and iOS development, I’m currently expanding my skills in iOS Development through the **Apple Developer Academy**. I actively explore modern tools and technologies to sharpen my expertise. With a strong drive to stay current with industry trends and best practices, I aim to become a highly capable and in-demand professional in the tech landscape.”

EDUCATION

APPLE DEVELOPER ACADEMY (March — Present)

BOOTCAMP AT PURWADHIKA (March 2024 — February 2025)

AMIKOM YOGYAKARTA UNIVERSITY (2020 — 2024) GPA 3.9/4.0

INTERNSHIP AT WIDYA ROBOTICS (August — December 2023)

STUDY INDEPENDENT AT DICODING ACADEMY (August — December 2022)

EXPERIENCE

Apple Developer Academy @ILB | Batam, Indonesia

iOS Developer (March 2025 — Present)

- **Collaborated on team-based projects** such as **K-BIL, Dispossession, and Kokiku**, contributing as a **SwiftUI/UIKit/SpriteKit developer** and utilizing core Apple frameworks to build engaging and user-friendly iOS applications.
- **Gained end-to-end development experience**, from **user research and ideation** to **design, development, and deployment**, with a strong emphasis on Apple’s Human Interface Guidelines (HIG) and best coding practices.

Freelance – Fiver & Upwork | Remote, Indonesia

Web Scraper & Browser Automation (August 2024 – Present)

- **Delivered custom Software Automation solutions** for 10+ clients on **Fiverr & Upwork** using **Node.js & Puppeteer**, handling complex website structures like infinite scroll, dynamic search forms, Captcha challenges and login-protected content.
- **Built scalable bulk automation scripts** to perform repetitive browser tasks such as form submissions and data downloads, significantly reducing manual workload.

Bootcamp Purwadhika | Remote, Indonesia

Web Developer (September 2024 — February 2025)

- **Trained in full-stack web development** using **Next.js (TypeScript), Express.js (TypeScript), and PostgreSQL**, with hands-on experience building scalable web applications.
- **Built 5+ major features** for a team project called **Tixsnap** (one of the mini project), contributing to both frontend UI and backend logic.

Software Engineer Intern at Widya Robotics| Yogyakarta, Indonesia

Full-Stack Developer (August – December 2023)

- **Developed full-stack web applications** integrating **Vue.js (Pinia)** on the frontend with **NestJS + PostgreSQL** on the backend, utilizing **TypeORM and Prisma** for data modeling and **Redis (Pub/Sub)** and **Socket.IO** for real-time features.
- **Collaborated on AI-integrated systems** and assisted in backend service design using **Python (Django)** for API testing and website penetration checks.

Study Independent | Remote, Indonesia

Dicoding Academy (August – December 2022)

- **Completed intensive training in Machine Learning and Front-End Web Development**, focusing on key ML algorithms, data preprocessing, model evaluation, and modern front-end technologies like **HTML, CSS, and JavaScript**.
- **Applied knowledge through hands-on projects**, improving problem-solving and software development skills by creating interactive web interfaces and implementing machine learning models.

PROJECT EXPERIENCE

Olla: Scheduler Buddy —Testflight

- Responsible to robust system design using **MVVM** and Integrated with Network Calls through backend API, also App Intent (**SIRI**) integration for being an assistant role.

Pyramist: WatchOS game—App Store

- Responsible to manage userdata for **game leveling** and **collectibles items** game.

Kokiku —Testflight

- Responsible for implementing the **Home and Favorites UI**, integrating **Favorites functionality**, and applying the **MVVM architecture** for clean and maintainable code.
- Integrated the trained **Core ML model** and developed the **content-based recommendation system**, also enabling the **camera-based object detection** powered by **Core ML** and personalized recipe suggestions.

Dispossess: Spirit Ritual —Testflight

- Collaborated on the development of a **2D spiritual-themed mobile game** using **SpriteKit**, where players control a spiritual character escaping from ocean-possessed beings and **Deployed** on Testflight.
- Contributed to **UI development and gameplay features**, including the **settings page, soul-catching mechanic**, and a **gallery-style soul journal collection** system.

K-Bil —Testflight

- Collaborated in a team to develop **K-BIL**, an iOS application designed to solve everyday **bill-splitting challenges** among users.
- Contributed as a **coder**, focusing on **UI slicing with SwiftUI components**, implementing navigation flows, and handling presentation logic to reflect business requirements.

Tixsnap

- Built a full-stack ticketing platform that allows users to **browse events, purchase tickets**, and manage bookings.
- Contributed to key features including authentication, authorization, referral code system, admin **dashboard**, and **responsive landing pages**.

SKILLS

- **IOS Development:** Swift, SwiftUI, UIKit, Apple Frameworks (iOS), SpriteKit
- **Browser Automation:** Puppeteer (Node.js), Selenium (Python)
- **Web Development:** NestJS, Next.js, React.js, Express.js, Django, RESTful API design