

Muhammad Grandiv Lava Putra

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EDUCATION

Gadjah Mada University **Sleman, Indonesia**
Bachelor of Science in Information Technology Expected 2026

- **Relevant Coursework:** Object-oriented Programming, Computer Network, Data Structures and Algorithms, Computer Architecture, Data and Computer Communications, Computer Programming

SMA Negeri 1 Yogyakarta **Sleman, Indonesia**
Math and Science May 2022
Enrolled in IT class and became an SNMPTN recipient with an average academic score of 90.47

EXPERIENCE

KMTETI FT UGM Sleman, Indonesia
Member, Mobile Development Jan 2024 – Feb 2024

- Brainstormed with a team that led to a decision of smart city as the project theme for the final project
- Discussed with 2 mentors in developing the mobile application
- Developed an android mobile application with Android Studio to support SDG Zero Hunger that's written in Kotlin and Java

NESCO UGM Sleman, Indonesia
Frontend Staff, Web Developer Oct 2023 – Present

- Developed a responsive website using react.js and tailwind for national electrical power system competition

Lustrum DTETI XII Sleman, Indonesia
Staff, Sponsorship and Fundraiser Nov 2023 – Feb 2024

- Collaborated with a team to craft a comprehensive sponsorship proposal
- Contacted companies by phone and email
- Arranged meetings and engaging in discussions that led to negotiations
- Analyzed and suggested sponsorship package options available for companies based on resource considerations; implementation led to successful partnerships with 17 companies, both small and big businesses

KMTETI FT UGM Sleman, Indonesia
Member, Data Science Training Aug 2023 – Nov 2023

- Created a machine learning model to predict Mathematics, Reading, and Writing grades based on their demographic information with pandas and numpy libraries
- Did Exploratory Data Analysis and analyzed the characteristics of students who passed on subjects Mathematics, Reading, and Writing based on their demographic information
- Proposed 8 relevant questions to determine the characteristics and presented the data with graphs and charts

Information Technology DTETI UGM Sleman, Indonesia
Student, Object-oriented Programming Aug 2023 – Dec 2023

- Developed a Food Rescue and Allocation (FOREAL) desktop app in Visual Studio with a team to support SDG Zero Hunger
- Planned, designed, and created the user-interface for the FOREAL app
- Drawn a UML Use Case Diagram to show the connection between the user and the server
- Created a Microsoft SQL database and deployed it in Microsoft Azure
- Deployed an API that consist of GET and POST methods to Microsoft Azure and tested the end-point API using Postman and Swagger
- Did the refactoring process to increase the readability of the codes and used component-based NuGet
- Wrote the final report that comprised of general and technical information about the app

KMTETI FT UGM Sleman, Indonesia

Member, Web Development 2 Training Feb 2023 – May 2023

- Built a responsive to-do list web application in next.js framework for the final project
- Styled the web application with Tailwind CSS

Night Login DTETI UGM Sleman, Indonesia

Member, Game Developer Mar 2023 – Jan 2024

- Learned how to develop video games with Unity resulted in making 3D game project

Badan Nasional Sertifikasi Profesi (BSNP) Yogyakarta, Indonesia

Staff, Data Administration Apr 2022 – May 2022

- Assisted with technical tasks especially in managing participant data for Competency Test Assessment

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in Indonesian; Professional Working Proficiency in English; Conversational Proficiency in Javanese

Technical Skills: JavaScript, Python, Tailwind CSS, React.js, C#, C++, HTML, Exploratory Data Analysis, Machine Learning, Pandas, NumPy, Git & GitHub, Kotlin, Firebase, Microsoft SQL, MongoDB, Teamwork, Problem-Solving, Time Management, Communication

Certifications & Training: Duolingo English Proficiency Certificate - 140 (Jan 2024), Data Science Training (Jan 2024), Web Development 2 Training (Jun 2023)

Hobbies & Interests: Cyber Security, Software Engineer, Data Science, Doing Self-Made Projects Video Games, Movies, Music, Walking, Working Out, Martial Arts