Hafid Ikhsan Arifin

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EDUCATION

Telkom University

Bandung, West Java, Indonesia Aug 2019 – Aug 2023

Bachelor of Engineering

Major in Computer Engineering with cumulative GPA: 3.92 / 4.0

EXPERIENCES

Capstone Project

Bandung, West Java, Indonesia

Machine Learning Developer

Sep 2022 – Aug 2023

- Spearheaded the development of the Android application "IELTS Speaking Simulation" which has been used by more than 100 users. Roled as a machine learning developer involved in application architecture design, data collection and preprocessing, training models, and model evaluation using Python, Pandas, NumPy, Scikit-learn, Matplotlib, TensorFlow, PyTorch, and Transformers.
- Achieved remarkable results as we trained and fine-tuned four distinct models for evaluating various IELTS Speaking test metrics. The RNN-LSTM model achieved an impressive 99% accuracy in assessing fluency, while the Wav2Vec2 Transformers model attained 82% for pronunciation. Additionally, the DistilBERT Transformers model successfully evaluated lexical skills with a 62% accuracy, and the T5 Transformers GEC model recorded the lowest loss at 0.562 when assessing grammar.
- Collaborated with the UI/UX design team to create a user-friendly interface using Figma and worked closely with the back-end team to seamlessly integrate the machine learning models that had been trained using Docker, Google Cloud Platform, and Flask.

Dicoding Indonesia

Klaten, Central Java, Indonesia (Online)

Multi-Platform and Back-End Developer Feb 2022 – Aug 2022

- Actively participated in the Certified Independent Study (SIB) Independent Campus Program Batch 2. The immersive experience encompassed creating diverse applications such as Restaurants, Movies, Library, and Laboratory mobile apps using Dart, Flutter, and Node.js, and mastering UI/UX design with Figma.
- Spearheaded the development of the "Bandung Tourism" mobile application as a multi-platform developer, creating a user-friendly interface with Dart and Flutter. Implemented BLoC state management, Dependency Injection, modularization, and integrated Firebase Database. Crucially contributed to UI/UX design, from design systems and wireframes to hi-fi design and prototyping using Figma.

Elementary Physics Laboratory

Klaten, Central Java, Indonesia (Online)

Aug 2020 – Aug 2022

- Elementary Physics Laboratory Assistant
- Instructed over 100 students in both regular and international classes across four semesters, teaching Elementary Physics Practicum topics, including Measurement, Calibration, Motion, Vibration, Sound Waves, Electricity, and Magnetic Induction.
- Collaborated with the Information Systems Management Division (MSI) to create various instructional videos for Elementary Physics
 Laboratory Practicum using Adobe and Figma. Promoted to lead the Leadership Evaluation and Discipline Committee within the MSI
 Division, overseeing 21 members and efficiently managing data recapitulation for more than 70 classes during the Elementary Physics
 Practicum 2021/2022 using Google Spreadsheet.
- Collaborated on the development of a laboratory website which has been used by more than 1000 users tailored for online practicum sessions in response to the COVID-19 pandemic. My contributions included enhancing various features, such as laboratory rules and assistant profiles, while also addressing user interface issues within the application using TypeScript, Next.js, and Chakra UI.

PROJECTS

Personal Portfolio App (Full-Stack Developer) github.com/hafidikhsan/portfolio-hafidikhsan

Klaten, Central Java, Indonesia

Aug 2023

Designed and created a personal portfolio website with dynamic web pages and an attractive interface. The project harnessed the power of Next.js, TypeScript, and Tailwind CSS. Furthermore, the website was efficiently deployed using Vercel.

Movies App (Flutter Developer)

Klaten, Central Java, Indonesia

github.com/hafidikhsan/ditonton-app

Mar 2022

Developed a movie mobile application using Dart and Flutter. Implemented BLoC state management, Dependency Injection, modularization, and SOLite Database. Additionally, conducted thorough testing of the application.

SKILLS

- Programming Languages: Python, Dart, Swift, JavaScript, TypeScript, C
- Technologies/Frameworks: Flutter, SwiftUI, React Native, SQLite, Next.js, React, Tailwind CSS, Chakra UI, Flask, Node.js, GitHub, Vercel, Pandas, NumPy, Scikit-learn, TensorFlow, PyTorch, Transformers, Google Cloud Platform, Firebase, Docker, Postman, Figma

OTHERS

- **Awards:** Won 3rd place UI/UX Competition Centurion 2023 (*Feb 2023*) and top 10 best graduates among 100 participants in the Certified Independent Study at Dicoding Indonesia as a multi-platform and back-end developer (*Aug 2022*)
- Certifications: More than 20 programming certifications from Dicoding Indonesia
- **Organizations:** Association of Computer Engineering Students and Traditional Javanese Music Club at Telkom University as an Information Communication Technology Division member (2019 2022)
- Interests: Tech, Design, Science, Finance, Music, Film, F1, Football, and Badminton
- Languages: Indonesia and English