Hebat Nigoro Sugiyanto

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https://github.com/hebatnigoro

Summary

Motivated mobile application and technology student with a strong foundation in Android/iOS development. Passionate about creating efficient and user-friendly mobile experiences. Eager to contribute to innovative projects, learn cutting-edge technologies, and grow as a mobile and web developer.

Education

Bachelor of Computer Science, Bina Nusantara University, 2022 - 2026.

GPA: 3.01/4.00.

Relevant Coursework: Algorithms, Data Structures, Mobile Community & Multimedia Solution, Object Oriented Program, Software Engineering.

Technical Skills

Programming Languages: Kotlin, Java, Flutter/Dart, JavaScript, Python, C, C#, C++.

Soft Skills: Teamwork, Collaboration, Problem Solving, Communication skills, Critical Thinking.

Web Technologies: HTML5, CSS3, React.js, Node.js. Boostrap.

Databases: SQLite, MySQL.

Softwares: Visual Studio Code, Android Studio, Unity, GitHub, Android SDK.

Projects

Cat Adopt Store App | GitHub

- Developed a full-stack cat adopt app using Kotlin with SQLite as database.
- Implemented user authentication, cat list catalog, shopping cart, checkout features.

Augmented Reality Geometry Math Quiz App | GitHub

- Built AR quiz app using C# and ShaderLab in unity.
- Implemented AR Quiz, Score, (UI/UX) user centered design method.

Music Player App |

- Developed a music player application using Kotlin.
- Implemented music list, playlist, artist album and local storage for offline functionality.

Languages

English (fluent) and native in Bahasa Indonesia.