### **Curriculum Vitae**

#### **Personal Information**



Summary

Name Hilman Mauludin

Place & Date of Birth Tangerang, 1 October 1990

Gender Male

**Home Address** Kompleks Puspiptek Blok 3D-15

Serpong, Tangerang Selatan, Indonesia

Marital Status Single

 Phone Number
 +62 852 152 37 927

 E-Mail
 hilmaul@gmail.com

"Passionate in software development and deployment, with 3 years experience in modifying Android Open Source Project (AOSP) and maintaining OS updates. Able to keep up with the latest technology, and work in a team or independently to meet deadlines. Enrolled in DevOps learning path courses from Dicoding Indonesia."

### Education

2013 - 2016 March Major Electrical Engineering, Master Degree

UniversitySpecializationInstitut Teknologi BandungMicroelectronics Engineering

**GPA** 3.96

Thesis Package Manager Analysis and Optimization to

reduce Android Boot time

2008 - 2012 October Major Electrical Engineering, Bachelor Degree

University Institut Teknologi Bandung
Specialization Computer Engineering

**GPA** 3.18

Final Project Design and Implementation of Ethernet and Serial

Interface for Hardware-Based Firewall in FPGA

2008 Finished Senior High School, MAN Insan Cendekia Serpong

2005 Finished Junior High School, SLTPN 4 Serpong

2002 Finished Primary School

#### **Links / Portfolios**

Github <a href="https://github.com/hilmatrix/">https://github.com/hilmatrix/</a>

LinkedIn <a href="https://www.linkedin.com/in/hilmatrix/">https://www.linkedin.com/in/hilmatrix/</a>

## **Work Experience, Enspire School of Digital Art (ESDA)**

2020-2021

Creating props and animation for Nursery Rhymes

Using 3Ds Max, with 2D Video Effects using Adobe After Effect software.

2020

 Preparing the 3D Modeling and Animation Course Videos Using Adobe Premiere software.

- Creating a 3Ds Max Modeling beginner level tutorial
- Creating Buildbox software tutorial for kids.

## **Work Experience, PT Tata Sarana Mandiri (TSM)**

2017-2018

• Involved in the development of the TSM Audio Phone project

Using Android Open Source Project (AOSP) as the base project. Performing modification to the Android Java and C++ AOSP source code on Ubuntu Linux environment.

2014-2017

Performed Testing and Debugging for TSM android phones.

Using software and tools provided by Qualcomm Technologies

Developing and maintaining Update for TSM android phones.

Developing Android App for update client using Android Studio with Java programming language, and update server using PHP.

## Work Experience, Pusat Mikroelektronika ITB

2012 - 2013

• Software Engineer on WiMAX Project

Using C language to develop ethernet driver and UDP connection

<b>Courses &amp; Certifications</b>	
2022	<b>Belajar Membangun Arsitektur Microservices</b> , Dicoding Indonesia
	Deploying microservices with Docker and Kubernetes
2022	Menjadi Linux System Administrator, Dicoding Indonesia
	Belajar Dasar Google Cloud, Dicoding Indonesia
2022	Belajar Dasar Pemrograman Javascript, Dicoding Indonesia
2022	Game Programing, Indigo Game Academy Batch 5
	Developing games using Unity 3D software
2022	<b>3D Game Art</b> , Indigo Game Academy Batch 5
	Creating 3D Art using Blender software
2019	3D Modeling Academy, Enspire School of Digital Art
	3D Modeling and texturing using 3Ds Max, Zbrush and Substance
2018	Menjadi Game Developer Expert, Dicoding Indonesia
	Developing games using Unity 3D software
2018	Kotlin Android Developer Expert, Dicoding Indonesia
	Developing android application using Android Studio software

# **Proficiency**

Linux Operating System ★★★★☆

 Networking
 ★★☆☆

 Amazon Web Services
 ★★☆☆

 Google Cloud
 ★★☆☆

 Docker
 ★★☆☆

 Jenkins
 ★★☆☆

 Kubernetes
 ★★☆☆

# **Programming Proficiency**

Shell Scripting ★★★★★

C ★★★☆
Python ★★★☆☆
Unity C# ★★☆☆
Android Java ★★☆☆
Javascript ★★☆☆