

# Ibrahim

## Curriculum Vitae

### Personal Details

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<b>DoB</b>	March 17 <sup>th</sup> 1997
<b>Address</b>	Jalan Condet Raya Gang Bambu Kuning RT 02/04 No. 28 Jakarta Timur
<b>Phone</b>	+6285857873392
<b>E-Mail</b>	<a href="mailto:ibamibrahim0@gmail.com">ibamibrahim0@gmail.com</a>
<b>Github</b>	<a href="https://github.com/ibamibrahim">github.com/ibamibrahim</a>
<b>Portfolio</b>	<a href="http://ibamibrahim.github.io">ibamibrahim.github.io</a>

### Education

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**2015 – 2019**    **Computer Science**, Universitas Indonesia (Fasilkom UI)  
**Course taken:** Database, Web Programming and Design, Data Structure and Algorithm, Numerical Analysis, Artificial Intelligence, Advanced Programming, Software Engineering.

### Skills

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**Leadership** – Strong;  
**Teamwork** – Strong;  
**Project Management** – Strong;  
**Public Speaking** – Good;  
**Programming** – Familiar in Java, JavaScript, PHP, and Python. Experienced in Android (Native).  
**Dev-tools** – Git, Android Studio, Heroku, Firebase Database, Firebase Cloud Messaging (FCM)

### Work and Activity Experience

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#### Android Developer Intern

*Badr Interactive*

December 2017 – January 2018

Working on a product called Yawme, a daily productive-muslim life planner.

<http://www.meetyawme.com/>

#### Android Developer Intern

*Ruangguru.com*

June 2017 – August 2017

Maintenance the code by refactoring existing feature following MVP pattern, RxAndroid for reactive apps flow, and Dagger for dependency injection.

#### Vice Head of Entrepreneurship Division

*SISTEM Fasilkom UI 2017*

March 2017 – December 2017

Together with the division head manage and creating weekly class for the member of the division.

## Head of Social Welfare

*BEM Fasilkom UI 2017*

January 2017 – December 2017

Manage the division, creating social-impactful events.

## 6<sup>th</sup> Grade Teacher

*Gerakan UI Mengajar Angkatan 6*

January 2017

Selected as one of 36 teacher from more than 500 applicants. I did one month of teaching in Brebes Regency, as one of the underdeveloped city in educational aspect. I taught 6<sup>th</sup> grader class together with the native teacher. My responsibilities including creating the curriculum for a month, home-visiting all of my students, and creating report in the end of the program.

## Achievement

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### 1<sup>st</sup> Winner of Business Plan Competition

*ITPhoria Universitas Pasundan 2016*

May 2016

### 3<sup>rd</sup> Winner of Mobile Application Competition

*SISFOTIME Telkom University*

September 2016

### 2<sup>nd</sup> Winner of Business Plan Competition

*ITCC Universitas Udayana*

November 2016

### Honorable Mention (2<sup>nd</sup> Place)

*Startup Academy Compfest 9*

August 2017

### 2<sup>nd</sup> Winner of Mobile Application Development Competition

*Techphoria 2017 Universitas Sriwijaya*

October 2017

## Projects

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### BukaBareng

BukaBareng is an application that let you flash-buying a product sold on BukaLapak. This application is made for BukaLapak Development Competition, using BukaLapak API. My role is as the android developer.

### JalanAman

JalanAman is an application that will notify you if something dangerous happen in the route and location that user preferred. It has notification feature, timeline feature, and discussion feature. My role is as the android developer. Using **MVP pattern**, **RxAndroid**, and **Firestore Cloud Messaging** for push notification.

### MeetsMe

MeetsMe is an application that allows you to find and chat with person who is near you and have the same interest with you. My role is as the android developer. Using **MVP pattern**, **RxAndroid**, **Firestore Cloud Messaging** for chatting, and **Google Maps API** for displaying people location.

See my portfolio here: [ibamibrahim.github.io](https://ibamibrahim.github.io)