

Ibrahim

Curriculum Vitae

Personal Details

DoB	March 17 th 1997
Address	Jalan Condet Raya Gg. Bambu Kuning RT 02/04 No. 28 Jakarta Timur
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Github	github.com/ibamibrahim
Portfolio	ibamibrahim.github.io

Education

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.
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Skills

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

Android Developer Intern

Ruangguru.com

June 2017 – August 2016

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

Vice Head of Entrepreneurship Division

SISTEM Fasilkom UI 2017

March 2017 – present

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 – present

Manage the division, creating social-impactful events.

6th 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 6th 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

1st Winner of Business Plan Competition

ITPhoria Universitas Pasundan 2016

May 2016

3rd Winner of Mobile Application Competition

SISFOTIME Telkom University

September 2016

2nd Winner of Business Plan Competition

ITCC Universitas Udayana

November 2016

Honorable Mention (2nd Place)

Startup Academy Compfest 9

August 2017

2nd Winner of Mobile Application Development Competition

Techphoria 2017 Universitas Sriwijaya

October 2017

Projects

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 **Firebase 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**, **Firebase Cloud Messaging** for chatting, and **Google Maps API** for displaying people location.

See my portfolio here: ibamibrahim.github.io