

WELCOME ABOUT ME TOOLS EXPERIENCE PROJECT

linkedin.com/in/irwan-ferdi-kuswendi

Irwan Ferdi Kuswendi

Portfolio

* Web Developer *

Software Engineer *

* UI/UX Design *



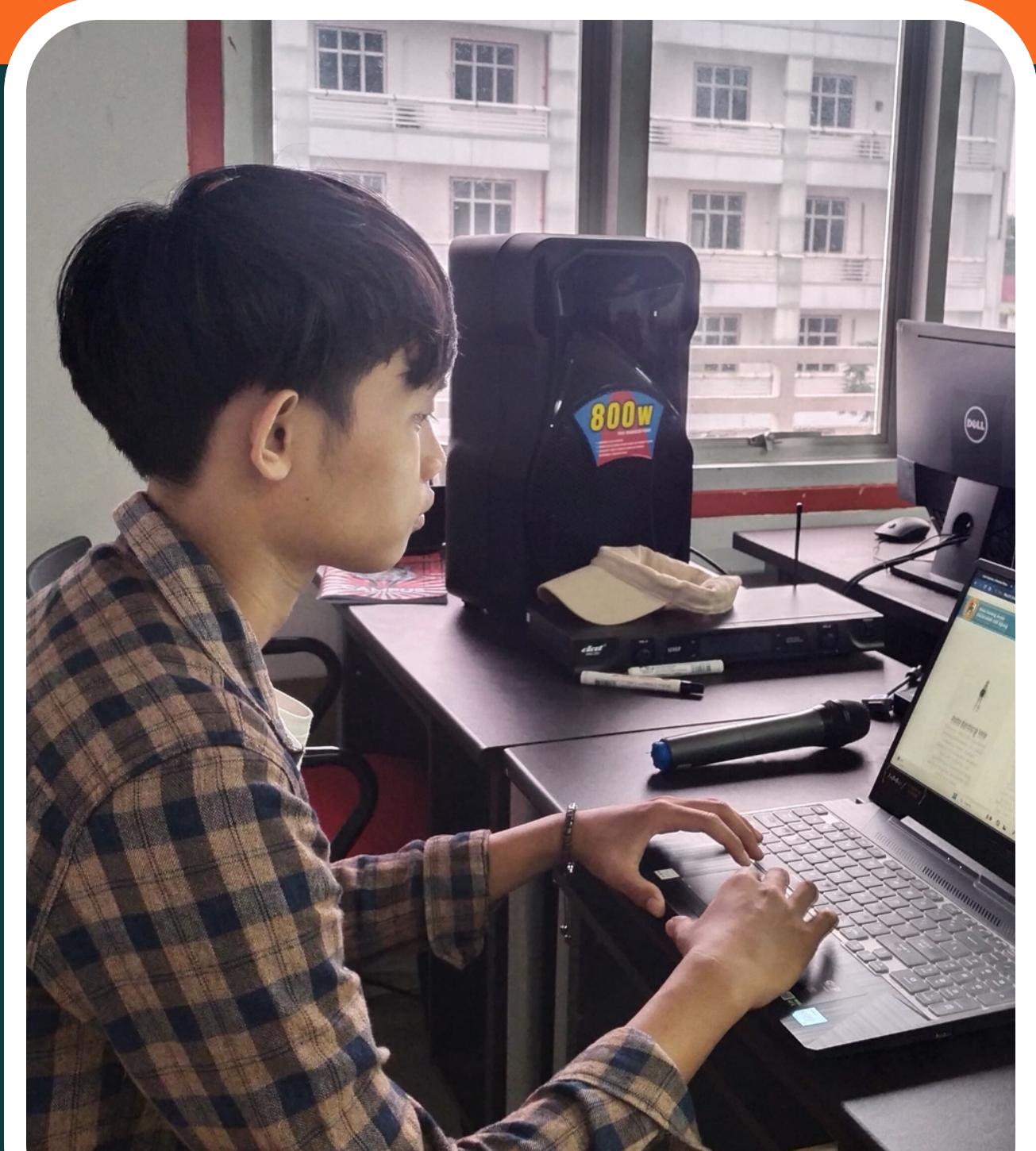


Hello,

I'm **Irwan Ferdi Kuswendi**

Sumatera Institute of Technology Informatics Engineering students who have a deep interest in the IT field are driven by the desire to continue to contribute to technological developments. Understand the programming languages C++, CSS, Javascript, Python, HTML, and PHP. Experience in various organizations, committees and experience as a practicum assistant makes me a person who is adaptable, communicative, and able to work in teams and individually. I have the desire to continue to develop myself, follow the latest developments, and make a positive contribution within the company.

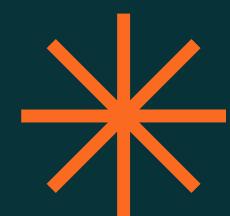
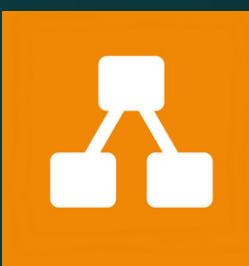
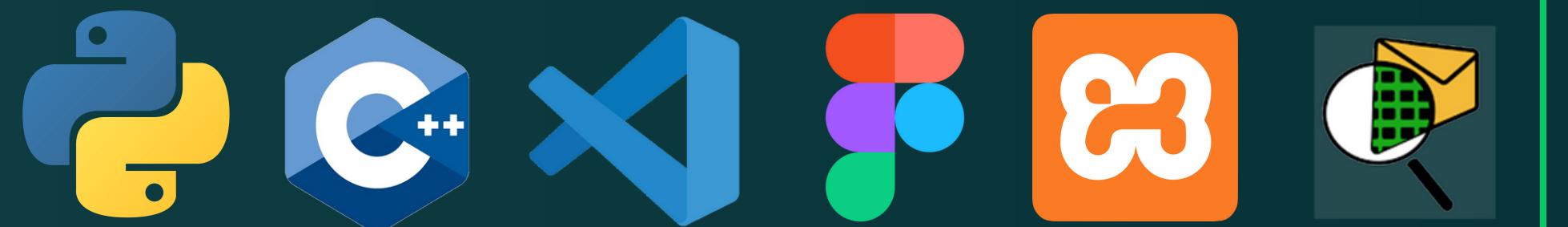
Skills (Tools)



Microsoft



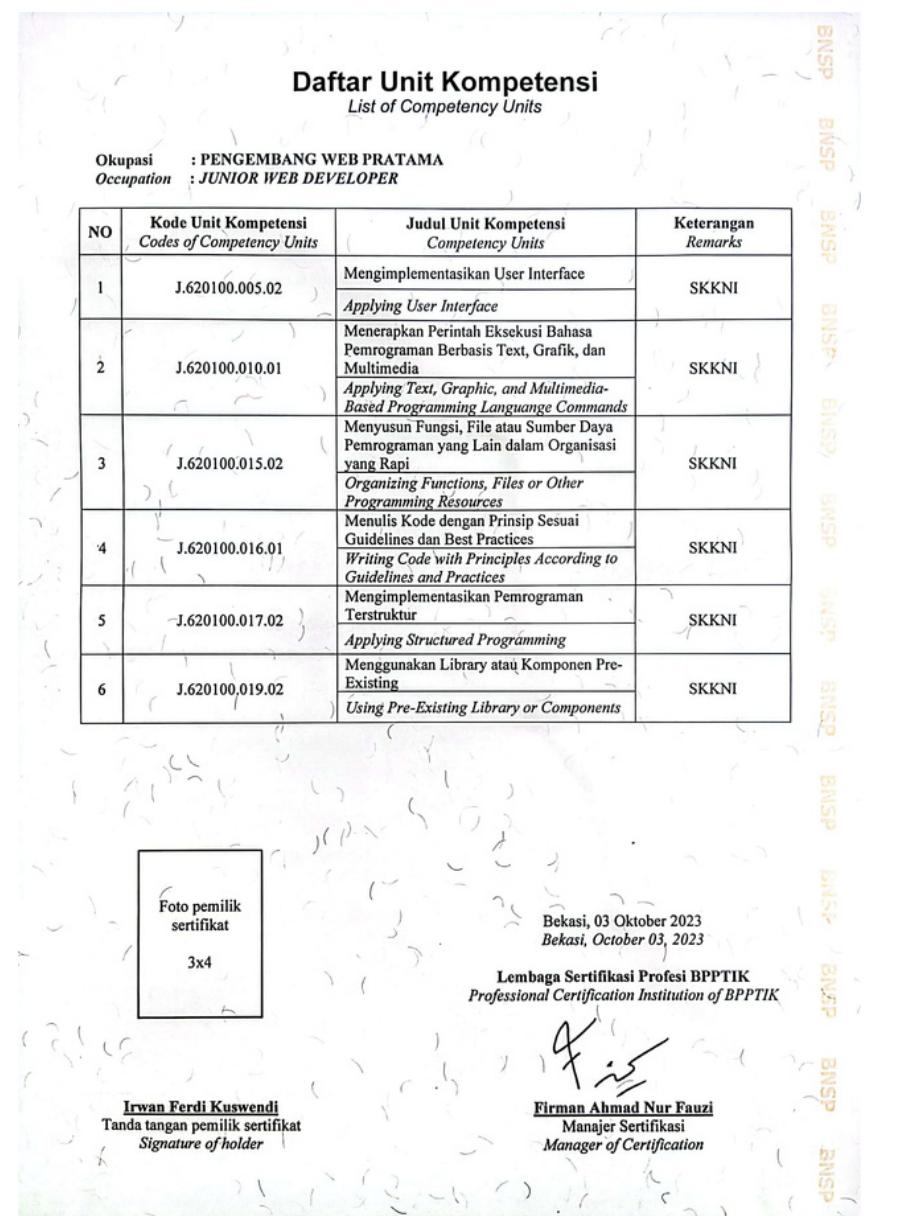
Software



Certificate



Training Junior Web Developer BPPTIK KOMINFO



Assistant for Introduction to
Computer and Software Practicum

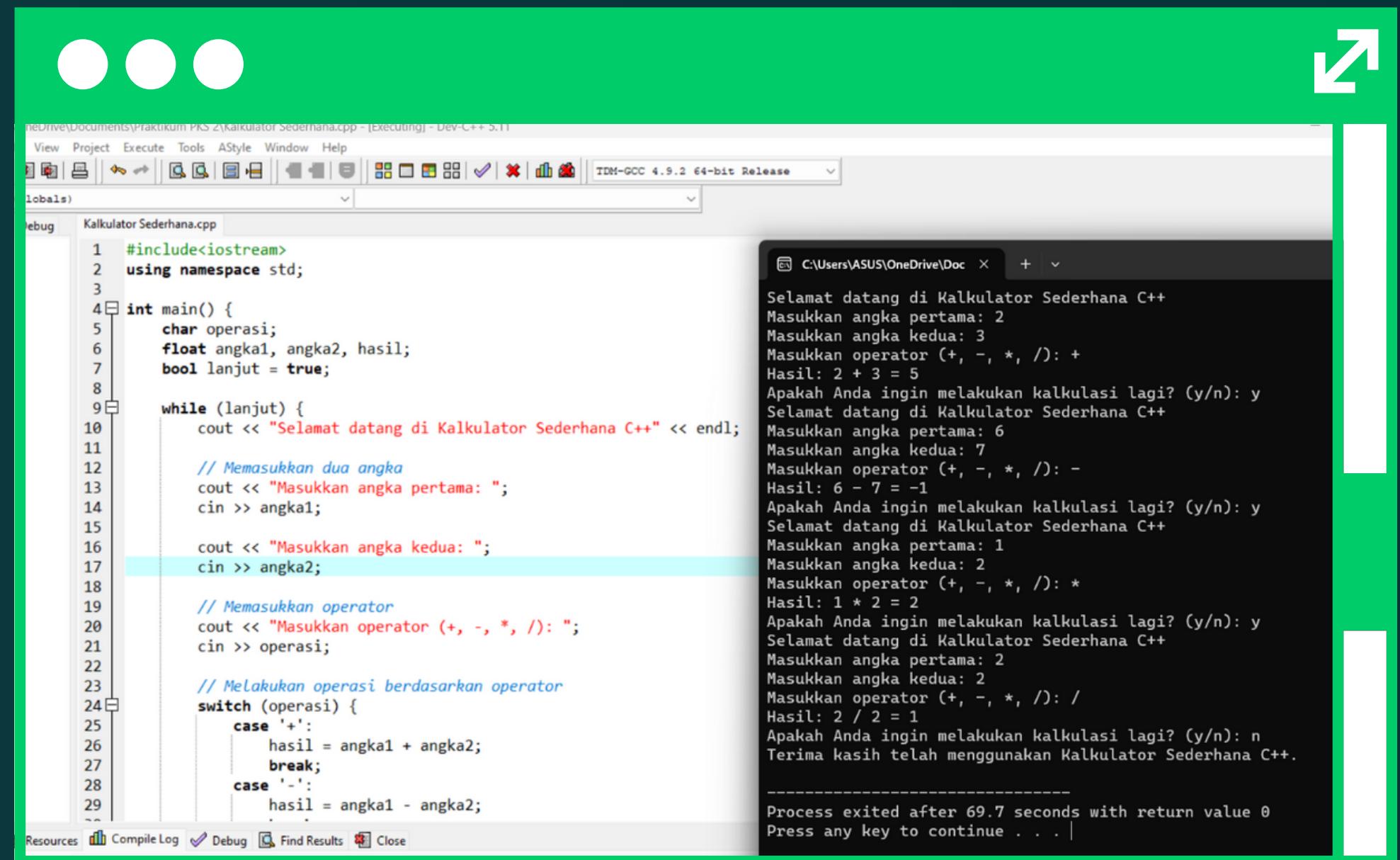
Project Portofolio



Simple Calculator with C++ Programming

This is a big assignment project for the Algorithm Programming course using the C++ programming language. This project is designed to perform basic mathematical operations such as addition, subtraction, multiplication, and division using a simple text interface

<https://github.com/irwanferdi/kalkulator-C-.git>



The screenshot shows a Dev-C++ IDE window with a green header bar. The main area displays a C++ code editor for a file named "Kalkulator Sederhana.cpp". The code implements a simple calculator that repeatedly prompts the user for two numbers and an operator, then performs the calculation and prints the result. The output window on the right shows the execution of the program, including user input and the resulting calculations.

```
#include<iostream>
using namespace std;

int main() {
    char operasi;
    float angka1, angka2, hasil;
    bool lanjut = true;

    while (lanjut) {
        cout << "Selamat datang di Kalkulator Sederhana C++" << endl;

        // Memasukkan dua angka
        cout << "Masukkan angka pertama: ";
        cin >> angka1;

        cout << "Masukkan angka kedua: ";
        cin >> angka2;

        // Memasukkan operator
        cout << "Masukkan operator (+, -, *, /): ";
        cin >> operasi;

        // Melakukan operasi berdasarkan operator
        switch (operasi) {
            case '+':
                hasil = angka1 + angka2;
                break;
            case '-':
                hasil = angka1 - angka2;
                break;
            case '*':
                hasil = angka1 * angka2;
                break;
            case '/':
                hasil = angka1 / angka2;
                break;
            default:
                cout << "Operasi tidak dikenali" << endl;
        }

        cout << "Hasil: " << hasil << endl;
    }

    cout << "Apakah Anda ingin melakukan kalkulasi lagi? (y/n): ";
    cin >> lanjut;
}

Process exited after 69.7 seconds with return value 0
Press any key to continue . . .
```

Program for Calculating Linear Equation Solutions Numerically Using Python Programming

<https://github.com/irwanferdi/Solusi-Sistem-Persamaan-Linier-Secara-Numerik.git>

The image displays three screenshots of a Jupyter Notebook interface, illustrating the development and execution of a Python program for solving a system of linear equations.

Screenshot 1 (Left): Shows the initial setup of the notebook, including the title "Tubes Matriks dan Ruang Vektor" and the names of the group members: Robby Bangsawan, Irwan Ferdi Kuswendi, Farhan Kurniawan, Hafiza Eka Ramadhini, Tiara Putri Elisa, and their respective NIMs. It also includes the menu options "1. Menyelesaikan SPL atau Matriks" and "2. Berhenti".

Screenshot 2 (Middle): Shows the execution of the program. The output displays the system of equations:

$$\begin{aligned} 0.31x_1 + 0.14x_2 + 0.3x_3 + 0.27x_4 &= 1.02 \\ 0.26x_1 + 0.32x_2 + 0.18x_3 + 0.24x_4 &= 1.0 \\ 0.61x_1 + 0.22x_2 + 0.2x_3 + 0.31x_4 &= 1.34 \\ 0.4x_1 + 0.34x_2 + 0.36x_3 + 0.17x_4 &= 1.27 \end{aligned}$$

and the augmented matrix:

$$\left[\begin{array}{cccc|c} 0.31 & 0.14 & 0.30 & 0.27 & 1.02 \\ 0.26 & 0.32 & 0.18 & 0.24 & 1.00 \\ 0.61 & 0.22 & 0.20 & 0.31 & 1.34 \\ 0.40 & 0.34 & 0.36 & 0.17 & 1.27 \end{array} \right]$$

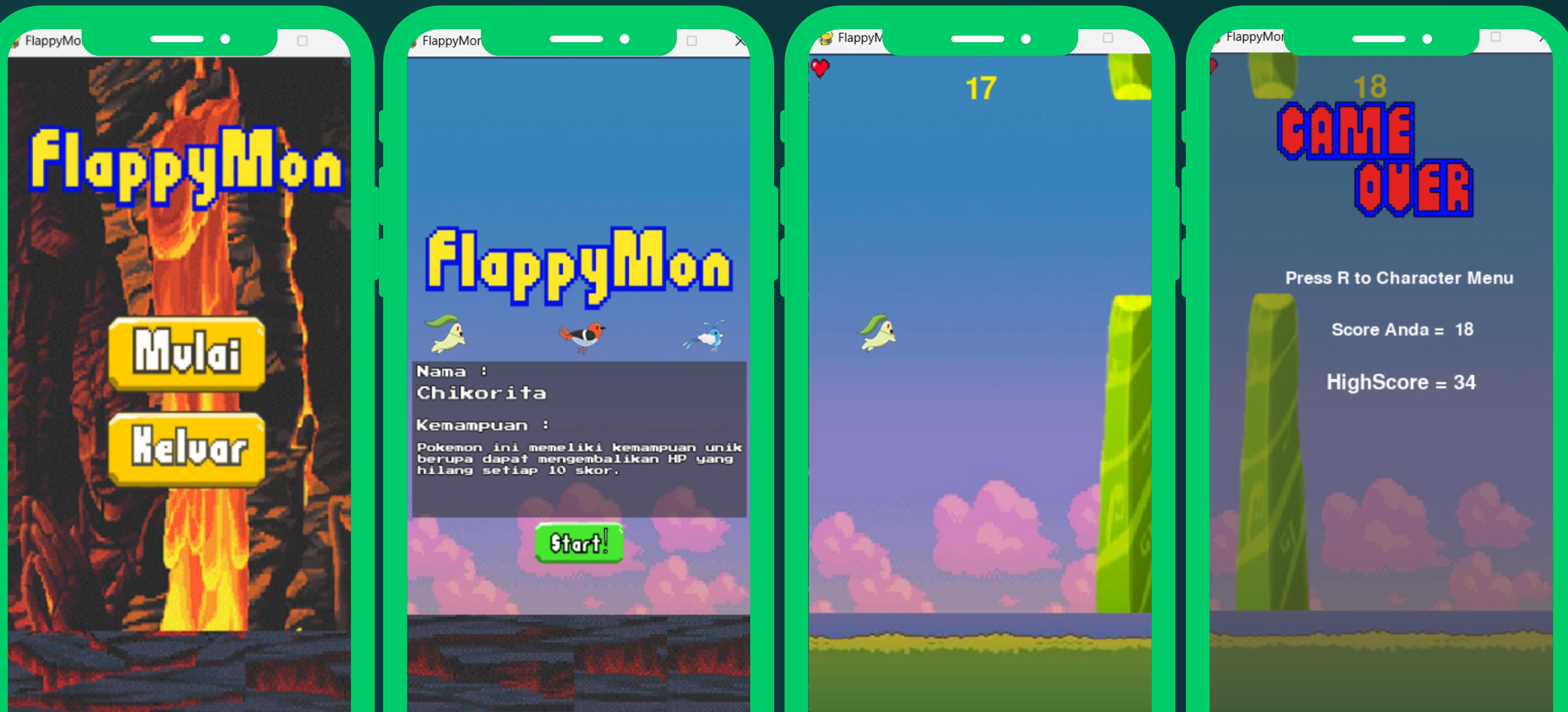
The program then performs row operations to solve the system:

$$\begin{aligned} R1 / 0.31 & \rightarrow \left[\begin{array}{cccc|c} 1.00 & 0.45 & 0.97 & 0.87 & 3.29 \\ 0.26 & 0.32 & 0.18 & 0.24 & 1.00 \\ 0.61 & 0.22 & 0.20 & 0.31 & 1.34 \\ 0.40 & 0.34 & 0.36 & 0.17 & 1.27 \end{array} \right] \\ R2 - 0.26R1 & \rightarrow \left[\begin{array}{cccc|c} 1.00 & 0.45 & 0.97 & 0.87 & 3.29 \\ 0.00 & 0.20 & -0.07 & 0.01 & 0.14 \\ 0.61 & 0.22 & 0.20 & 0.31 & 1.34 \\ 0.40 & 0.34 & 0.36 & 0.17 & 1.27 \end{array} \right] \\ R3 - 0.61R1 & \rightarrow \left[\begin{array}{cccc|c} 1.00 & 0.45 & 0.97 & 0.87 & 3.29 \\ 0.00 & 0.20 & -0.07 & 0.01 & 0.14 \\ 0.00 & -0.06 & -0.39 & -0.22 & -0.67 \\ 0.40 & 0.34 & 0.36 & 0.17 & 1.27 \end{array} \right] \\ R4 - 0.4R1 & \rightarrow \left[\begin{array}{cccc|c} 1.00 & 0.45 & 0.97 & 0.87 & 3.29 \\ 0.00 & 0.20 & -0.07 & 0.01 & 0.14 \\ 0.00 & -0.06 & -0.39 & -0.22 & -0.67 \end{array} \right] \end{aligned}$$

Screenshot 3 (Right): Shows the final output of the program, which is a unique solution:

$$\begin{aligned} 1.0x_1 &= 1.00 \\ 1.0x_2 &= 1.00 \\ 1.0x_3 &= 1.00 \\ 1.0x_4 &= 1.00 \end{aligned}$$

FlappyMon Game with Python Programming

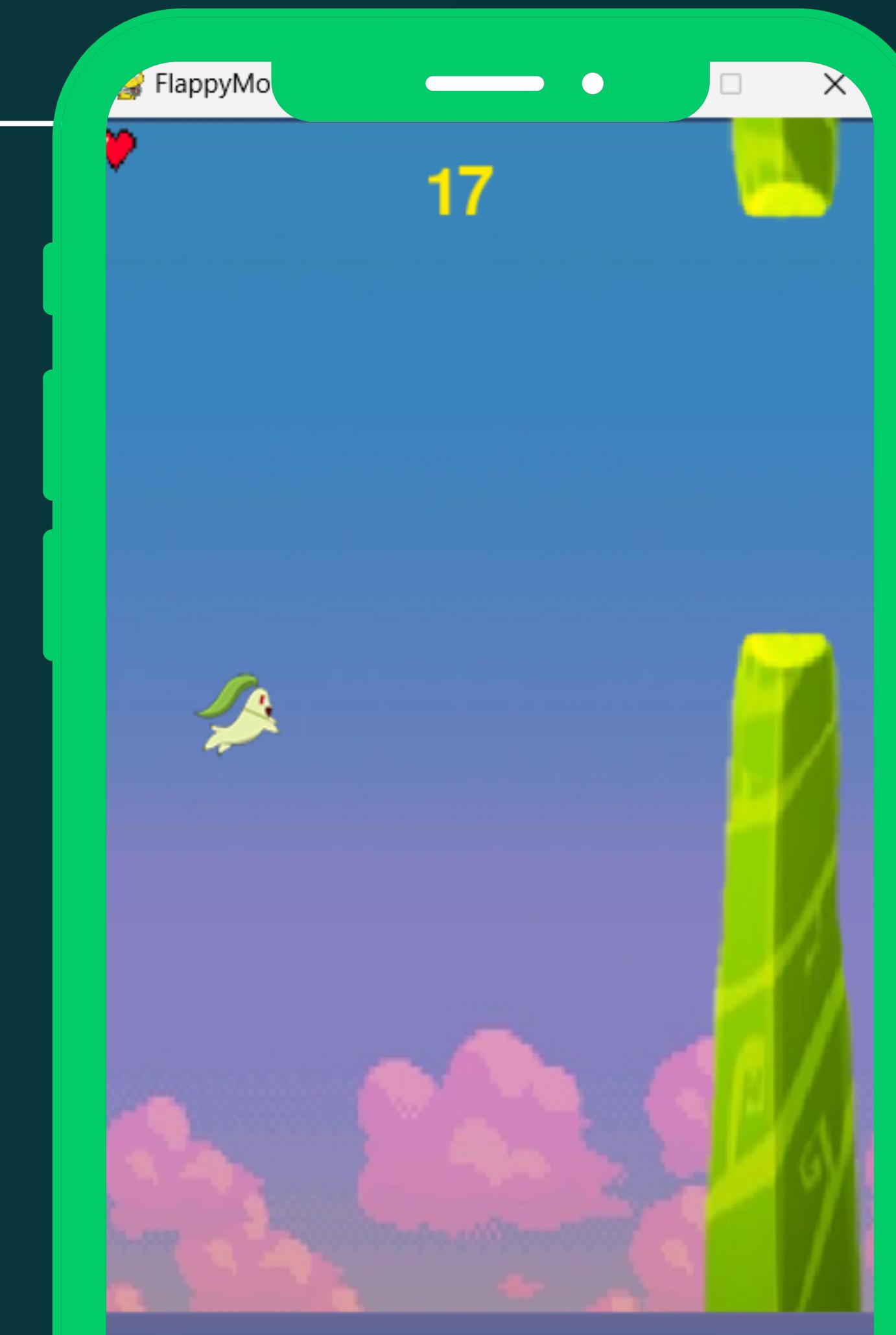


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This is a big project for the Object Oriented Programming course that uses the Python programming language. In this project, I chose to create a game titled 'FlappyMon' that offers an entertaining and challenging playing experience. As part of its implementation, this project likely utilizes certain libraries or modules, such as Pygame, that are specifically designed for game development

<https://github.com/irwanferdi/FlappyMoon.git>



Village SDGs Website

<https://github.com/irwanferdi/dusun-karang-indah.github.com.git>

The project 'Website SDGs Desa: Equitable Village Economic Growth' is a big task project from the Object Oriented Programming course that uses the Python programming language. The project is designed to be an information platform that focuses on village efforts to achieve Sustainable Development Goals (SDGs), especially SDG number 8 which is related to Decent Work and Economic Growth. Through this website, the village provides a deep understanding of the initiatives and projects launched to encourage equitable economic growth across all layers of the village community. A special sub-page will detail local economic strategies, such as the development of micro and small business sectors, skills training, and job information.

Selamat datang di Dusun Karang Indah! Terima kasih atas kunjungan Anda.

Desa Karang Anyar
Kecamatan Jati Agung

Home Data Statistik Info Lowongan About Us 15:16:03

Data Statistik Penduduk

Data Rentang Usia

Temukan informasi mendetail tentang kelompok usia pada populasi desa. Dengan diagram batang dan analisis statistik, submenu ini memberikan wawasan yang kaya mengenai dinamika usia

Data Pekerjaan

Telusuri komposisi pekerjaan penduduk desa melalui submenu ini. Dapatkan informasi terinci tentang sektor pekerjaan masyarakat di desa. Melalui diagram batang dan analisis statistik,

Data Riwayat Pendidikan

Temukan informasi mendetail mengenai tingkat pendidikan dan akses pendidikan di tingkat desa. Dengan bantuan diagram bar dan analisis

Selamat datang di Dusun Karang Indah! Terima kasih atas kunjungan Anda.

Desa Karang Anyar
Kecamatan Jati Agung

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Informasi Lowongan Pekerjaan

Welder Truck

Agung Logistics

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Sales Area Lampung

PT Good Sale Tech

Apply

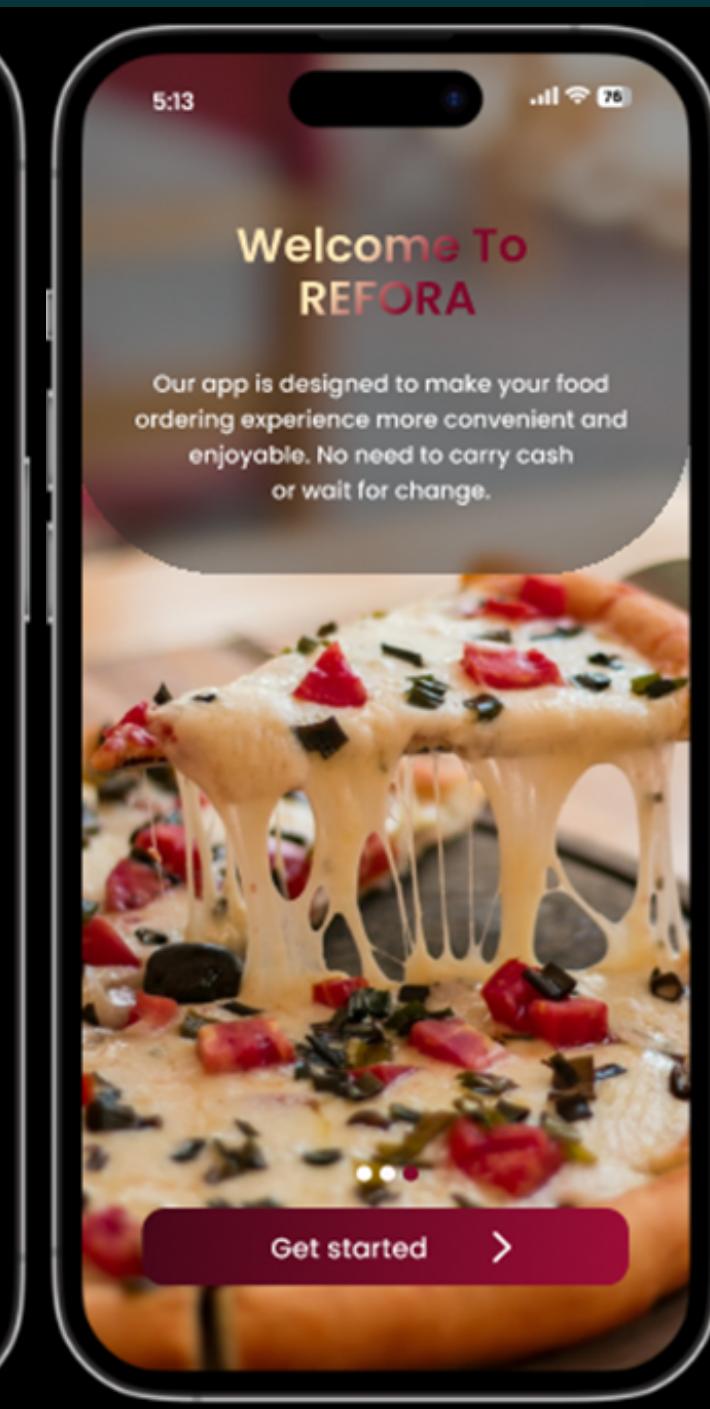
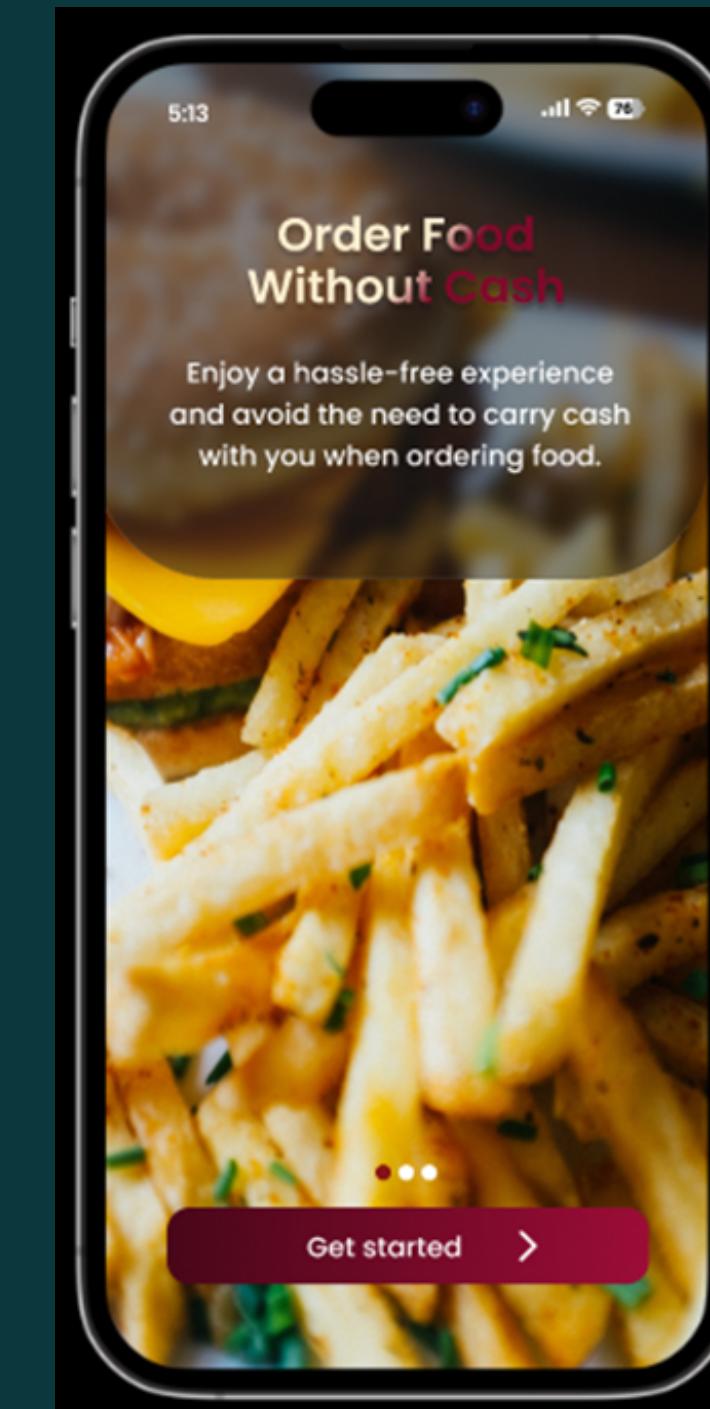
Teknisi ATM/EDC

PT Visionet Data Internasional

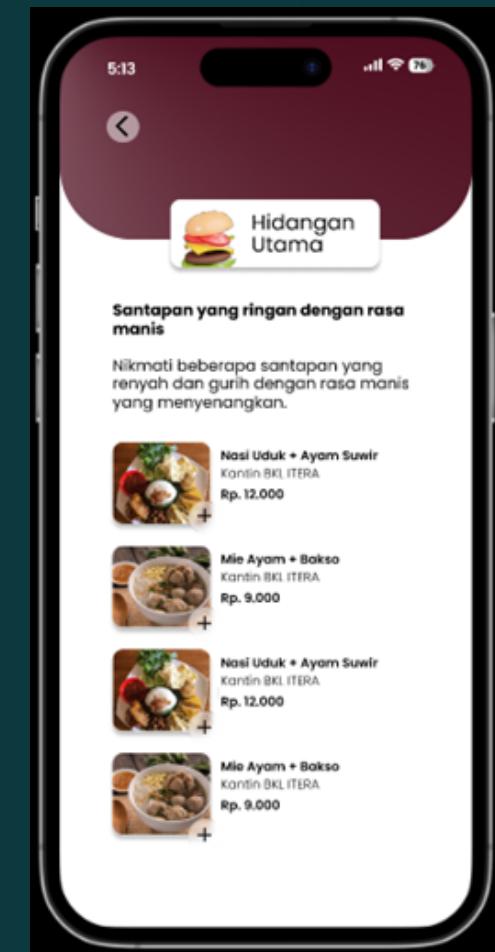
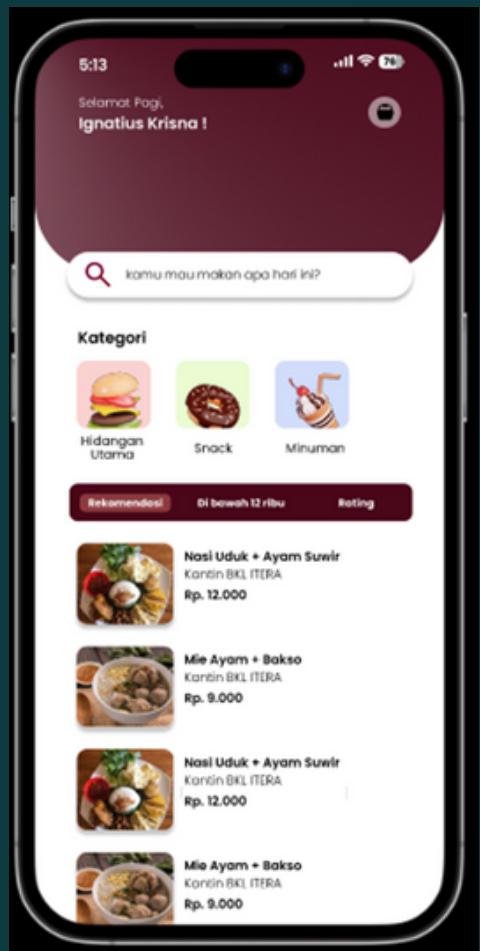
Apply

User Interface Design of ITERA Refora Canteen Application (Reservation Food ITERA)"

<https://shorturl.at/cijqt>



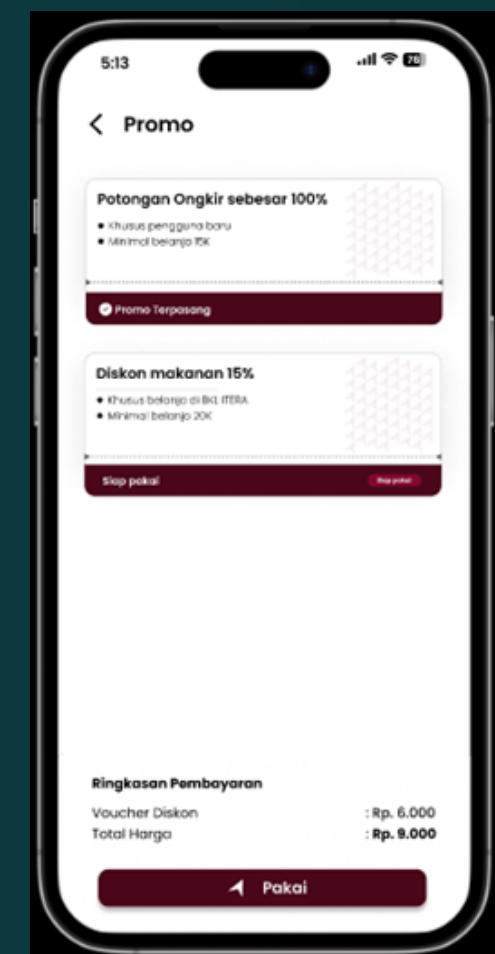
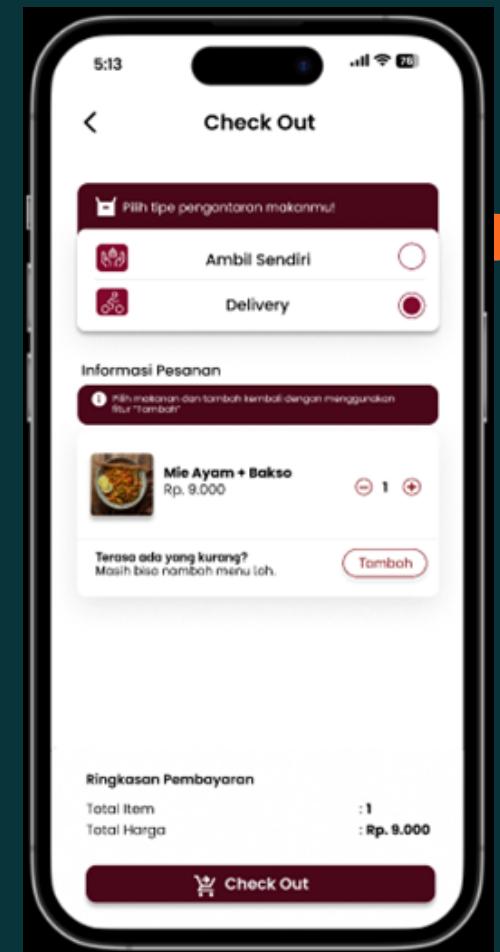
Example of an ordering process



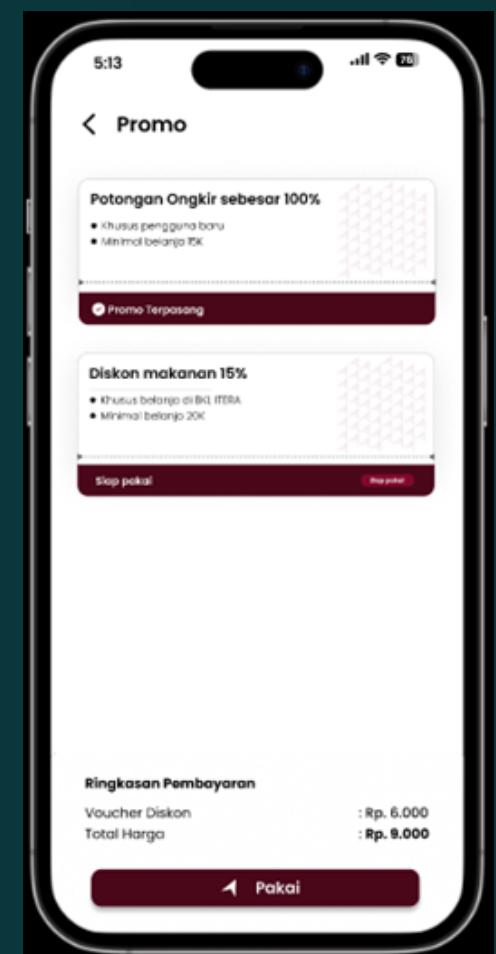
Add To Cart



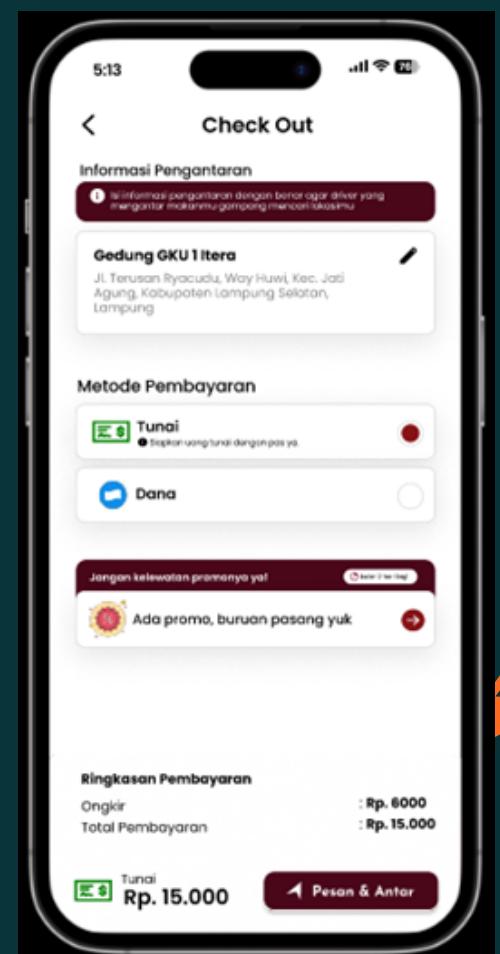
Checkout



Promo



Payment





Contact Me

Thank You

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