MUHAMMAD IVAN MUNTAHIR

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SUMMARY

Computer Engineering Bachelor with expertise in IoT hardware instrument development, encompassing embedded systems, microcontroller (Arduino, Node MCU), and sensor/module electronics. Proficient in diverse software development realms, including web (PHP Laravel, ReactJS), mobile (Java), and VR using the Unity engine. A highly motivated individual with a passion for staying abreast of cutting-edge technologies. Committed to continuous learning, with a proactive mindset to acquire new skills and stay abreast of emerging technologies. Eager to apply a solid foundation of skills to contribute to dynamic projects while maintaining a commitment to continuous learning and technological growth.

WORK EXPERIENCES

Metanesia (PT. Telkom Indonesia)   Remote Jakarta

Unity Developer   Sep 22 – Dec 23

- Working in virtual stage team division to develop metaverse application called Metanesia
- Integrating API to metaverse application and using postman to test each endpoint
- Actively participated in daily stand-up meeting and weekly sprint by reporting progress and engaging in proactive questioning. Demonstrated a keen interest in clarifying project aspects and provided constructive suggestions
- Working with RnD team to research new features and implement to existing production application
- Fixing bug and reporting by using project management such as Notion and JIRA
- Utilize : Unity3D, C#, Blender, JIRA, Postman, Gitlab, PlasticSCM, Agile and Scrum Method

PT. PAL Indonesia (Persero)   Surabaya, ID

Web Developer Intern   Jan 21 – Apr 21

- Working on Teknologi Informasi Division to develop internal website for PT PAL Indonesia
- Implementing CRUD (Create, Read, Update, Delete) and maintain databases with mySQL to handle features in management employee website
- Designed and developed front-end system with tailwind.css and integrated with back-end system
- Actively participated in weekly meeting to report and demonstrated progress
- Utilize : PHP, JavaScript, HTML5, tailwind.css, mySQL

PROJECT EXPERIENCES

Student Management System

https://github.com/ivanmuntahir/laravel-basic   Dec 23

- Designed and developed a web management system that implemented CRUD (Create, Read, Update, Delete) from the ground up
- Using Laravel to create web base which has features to manage student databases
- Create and implement databases using mySQL to handle each data on web
- Utilize : Laravel, mySQL, HTML5, CSS, JavaScript

VR Pupuk Kaltim On Training Simulator (OTS)

https://youtu.be/FlhiGqSuLss?si=b-4IOfVeFi1uWNaH   Jul – Dec 23

- VR application which provide real simulation as operator in chemical factory
- Build and collaborate with other developer to design simulation system framework based on Standard Operational Procedure
- Working on virtual environment and properties based on real urea factory

- Testing application with several test case to ensure the stability of system and fixing bug
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- Utilize : Unity3D, C#, Figma, Mirror, Jitsi, Vuplex

XR Health Learning Module Application   Surabaya, ID

https://youtu.be/mXsoXarp4fE   Jan – May 2022

- XR application of nursing simulation in AR, VR, and MR based on web XR
- Designed the scenario of infusion installation based on standard operational procedures modules
- Integrated VR with AR and MR on web XR
- Creating and designing interaction in application which based on real condition
- Designed flow testing and implement test based on Software Test Life Cycle to medical student
- Utilize : Unity3D, C#, WebGL, JavaScript, HTML5

TERMINASCOR   Surabaya, ID

https://youtu.be/5eD1OcqdwPA   Jan 2021

- Terminal Mini with Scan Code QR (TERMINASCOR)
- Design, manage and develop TERMINASCOR system from scratch
- Using GPS module and WiFi module for live tracking position of public transportation (bus and angkot)
- Base on Android application, passenger is able to track position and monitor the seat is it available or not
- Access the google maps also with latitude and longitude data send them live from vehicle
- Utilize : GPS Modules (GY-NEONVM 2), WiFi Module (ESP8266), Android Studio, Arduino, Firebase

CERTIFICATION AND TRAINING

Unity Certified User Programmer (Score : 900/1000)	Unity
Data Analytics Basic	Google
Quality Assurance Fundamental	MySkill
Fresh Graduate Academy – Front-End Developer	Progate
Multiplayer Virtual Reality (VR) Development With Unity	UDEMY Course

ORGANIZATION EXPERIENCES

Himpunan Mahasiswa (Student's Union of) Computer Engineering   Surabaya, ID

As External Relation Staff | 2020 – 2021

PENS International Cooperation Office Volunteers   Surabaya, ID

As Hospitality Division | 2019 – 2020

ADDITIONAL INFORMATION

Languages : English (Conversational), Bahasa Indonesia (Native)
Tech Skills : Unity3D, Visual Studio, Postman, Figma, Visual Studio Code, Android Studio, HTML5, C#, JavaScript, CSS3, PHP, Java Android, Ms Office (Word, PowerPoint, Excel), JIRA, Notion, Arduino
Softskills : Team Work, Problem Solving, Active Listening, Adaptability, Hard Working

EDUCATION

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA   Surabaya, ID

Bachelor of Computer Engineering (3.53 / 4.00)   2018 – 2022

Relevant Coursework :Math, Algorithm and Data Structure, Software Engineering, Human Computer Interaction, Software Development Life Cycle, VR development, Embedded System, IoT, Module / Sensor Electronics, Robotics.