

Marcell Andreas Samadhani Duha

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About Me

As a 6th-semester student in the Information Systems program at Bina Sarana Informatika University, I have been focusing on becoming a Software Engineer specialized in Front-End development. I have a high enthusiasm for creating engaging and responsive user experiences, along with strong problem-solving skills. I enjoy learning new technologies and quickly adapting to the changes in the industry. Additionally, I have undergone Front-End training with Alterra Academy and actively collaborated with fellow team members to develop complex applications. My goal is to become a quality Software Engineer and contribute to the creation of innovative and efficient technological solutions.

Education

Universitas Bina Sarana Informatika (2020-Present)

S1 Information System - IPK 3,94

- Mata Kuliah Relevan: Logika & Algoritma, Web Programming I, Web Programming II, Web Programming III dan Rekayasa Perangkat Lunak
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Experience

Gemastik 2023, Software Development (Juni 2023)

- Trusted to be the Group Leader in participating in the Gemastik competition in 2023.
 - Actively engaged in discussions with a team of 3 members using G-meet
 - Developed a website-based project with the theme "Global Learning Management System," aiming to provide a solution for educational challenges. The project allows everyone to access and create their dream classes.
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Project-Based Virtual Intern : Frontend – Core Initiative x Rakamin Academy (Juni 2023)

- Successfully completed various assigned tasks within the given timeframe.
 - Completed the Final Project, which involved creating an E-Commerce application.
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Studi Independen Front End, Alterra Academy (Agustus – Desember 2022)

- Led the Front-End team and collaborated with Back-End, UI/UX Designers, Mobile Engineers, and Quality Engineers.
 - Collaborated using GitHub Organization, Trello, and Figma.
 - Implemented designs in accordance with UI/UX specifications.
 - Integrated APIs from the backend to the frontend using Axios and Postman.
 - Successfully achieved project targets by delivering the innovative application "Payment Point Bank Online."
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Project

Team Project (2023): Gocamp

It is a project with the theme of a revolutionary website that embraces the concept of Learning Management System (LMS) as a technological solution for education among Indonesian children. Innovative features support interactive, collaborative, and inspiring learning processes for children.

Individual Project (2023): E- Commerce

Created to fulfill the final assignment in the core initiative's internship, this project utilizes Vue.js to develop an E-Commerce website focused on clothing purchases.

Team Project (2022): Mycuan

Payment Point Online Bank is an online real-time bill payment service available 24/7, ensuring faster, accurate, and secure data and fund reconciliation. The project was developed by involving 5 teams (Front End, Back End, Mobile Development, UI/UX Designer, and Quality Engineer) in its creation process.

Individual Project: M-tix

Creating an interactive website for online cinema ticket purchases, allowing users to enjoy a more convenient and comfortable movie-watching experience.

Skills & Competencies

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| ▪ JavaScript | ▪ Teamwork |
| ▪ ReactJS | ▪ Good Communications Skills |
| ▪ VueJs | ▪ Time Management |
| ▪ PHP | ▪ Problem Solving |
| ▪ HTML | ▪ Critical Thinking |
| ▪ CSS (Tailwind, MUI, Bootstrap, Sass) | |
| ▪ Github | |
| ▪ Responsive Web Desain | |
| ▪ GraphQL | |
| ▪ State Management Redux | |

Certifications

- Alterra Academy - "How to be an Ideal Top Search ReactJS Front-End Engineer"
- Skilvul - "JavaScript Dasar (Gold)"
- Skilvul - "JavaScript Intermediate (Gold)"
- Hackerrank - "Problem Solving"