MAULANA IBNU FAJAR

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Fresh graduate with a Bachelor of Applied Informatics from Universitas Harkat Negeri, with internship experience in mobile application development and UI/UX design. Skilled in Kotlin and React Native for mobile development, and proficient in designing user interfaces using Figma to deliver intuitive user experiences. Capable of working independently as well as collaboratively in teams, with hands-on experience managing projects from planning to implementation. Actively involved in student organizations and highly passionate about technology innovation in mobile apps and digital design.

EDUCATION

D4 Informatics Engineering, Universitas Harkat Negeri   2020 – 2025

Tegal, Central Java, Indonesia
- GPA: 3.66 /4.00
- Studied Mobile application development, with a focus on programming languages such as Java, Kotlin, and JavaScript, experienced in building web services with Express.js and database structures including PostgreSQL, MySQL, and MongoDB.

Binar Academy Yogyakarta   2022 – 2023

Sleman, Yogyakarta, Indonesia
- GPA: 4.5 /5.0
- Learned Kotlin Fundamental, OOP, and Coroutines For Android
- Implement MVVM, REST API, Jetpack (Hilt, Work Manager), Coroutines Flow, Firebase
- Built real-world Android apps following Clean Architecture principles and Git-based workflow

WORK EXPERIENCE

PT Metafora Indonesia Teknologi – *Mobile Developer & UI/UX Design*   September-December 2023

Sleman, Yogyakarta, Indonesia
- Developed mobile app using Android Native
- Applied Clean Architecture and MVVM, improving code maintainability and scalability
- Assisted Integrated 20+ REST APIs, ensuring accurate and efficient data handling using tools like Retrofit (Android).
- Conducted manual testing and debugging to minimize reported bugs before release
- Collaborated with the UI/UX team to discuss and determine suitable design themes aligned with the company's brand identity.
- Worked closely with the frontend development team to ensure smooth implementation of design concepts into the website interface.
- Refactored and improved the website's layout for a more structured and user-friendly design.

PT Tumbakmas Niagasakti –*UI/UX Design*   October-December 2023

Palmerah, West Jakarta, Indonesia
- Refactored mobile application interface to deliver a cleaner and more modern user experience.
- Designed wireframes and high-fidelity prototypes using Figma, ensuring consistent design across multiple screens.
- Conducted usability testing sessions and applied user feedback to improve navigation and overall user flow.
- Created and maintained a simple design system (typography, color palette, and components) for consistency and scalability.

ORGANIZATIONAL EXPERIENCE

PLUGIN – *UI/UX Division Staff*   2022

Tegal, Central Java, Indonesia
- Oversaw all programs and activities within the division
- Coordinated 8 staff members to effectively implement division work programs
- Provided advocacy services, scholarship information, internal forums, and tuition fee (UKT) dispensation assistance for students

SKILLS SUMMARY

- **Language:** Indonesia (Native) & English (Conversational)
- **Tools:** Android Studio, Visual Studio Code, Figma, Adobe XD, Postman, Git, Balsamiq, Notion
- **Coding Skill:** Experienced in Android Development, Kotlin, JavaScript, React Native, Unit Test
- **UI/UX Design Skill:** Knowledge in UI/UX Design, Wireframing, Prototyping, User Flow, Design System, Figma, Adobe XD, Balsamiq