BAHARUDIN NUR HIDAYAT

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SUMMARY

I'm currently an undergraduate student studying Informatics Engineering at Ahmad Dahlan University. I have a strong interest in Software Development, and I have experience working with programming languages like Kotlin for Android app development, Java Script, Php. I'm passionate about using technology to solve real-world problems and create meaningful solutions. As an avid learner, I'm always eager to expand my knowledge and skills in this field and stay up-to-date with the latest developments and trends.

EXPERIENCE

Bangkit Academy 2023   Yogyakarta, ID
Android Learning Path Cohort   Feb 2023 – July 2023
- Engaged in self-paced learning through the Dicoding Indonesia platform. Covered core topics such as Kotlin programming, Android application development, UX Design, and SOLID programming principles.
- Completed seven ILT Softskill sessions over a six-month period. Guided by instructors and facilitators, focused on personal development and career preparation.
- Collaborated with a group to complete the Capstone Project, a graduation requirement. Selected a theme provided and worked on the project accordingly.

EDUCATION

AHMAD DAHLAN UNIVERSITY   Yogyakarta, ID
Bachelor of Computer Science   Expected July 2024
- Majoring in Informatics;
- Cumulative GPA: 3.77/4.0;
- Relevant Coursework: Algorithms; Data Structures; Software Analysis and Design Pattern; Object-Oriented Programming; Android Development; Web Development.

LICENSES & CERTIFICATIONS

Learn Basic UX Design | Dicoding	2023
Learn Intermediate Android Application Development | Dicoding	2023
Learn Android Application Fundamentals | Dicoding	2023
Learn to Create a Web Front-End for Beginners | Dicoding	2022

PROJECT

Jual.In – Product-based Capstone Project in Bangkit Academy 2023   2023
- Develop a UI design from Figma for Android Ui design Jual.in apps
- Implement UI design into XML Android layout: Translate the UI design into XML code by creating XML layout files.
- Build Kotlin Android component architecture: Develop the Kotlin Android component architecture by integrating various components such as data models, views, and controllers.
- Debugging and testing: Perform debugging and testing to identify and resolve any issues or bugs in the application.

FUTSALAN – Final Project in Dynamic Web Programming Lecture Class   2022
- Developed and maintained web-based applications using PHP, MySQL, and other related technologies.
- Designed and implemented database structures for efficient data storage and retrieval.
- Created user-friendly interfaces using HTML, CSS, and JavaScript frameworks.

Story-App - Submission Project from Online Course   2023
- Developed a REST API utilizing the Story-API from Dicoding. Implemented API endpoints, request handling, and response parsing.
- Created custom views in Kotlin for Android applications. Implemented custom UI elements and layouts tailored to specific project requirements.

- Applied Android Architecture Components, specifically ViewModel and LiveData, correctly in all pages containing business logic. Designed and implemented ViewModel classes to manage the presentation of data and handle business logic.

<u>Spupuy</u> – Submission Project from Online Course   2023
- Engaged in ideation activities, such as brainstorming with HMW (How Might We) or Crazy Eight techniques. Designed prototypes to visualize and iterate on ideas.
- Created user personas and user stories to capture user needs and requirements. Developed a user journey map and problem statement to guide the design process.
- Developed a high-fidelity prototype that aligns with the user flow and design specifications.

SKILLS

Programming Languages: Kotlin,JavaScript, PHP.
Developer Tools: Git, Figma, Postman, Visual Studio Code, Android Studio.
Softskill: Communication, Teamwork, Creativity, Problem Solving, Time Management.
Relevant Skill: Waterfall & Agile Methodology, Clean Code.