



# MUHAMMAD SHEVA

Kudus, Jawa tengah, Indonesia

+62858-1991-4356 | [muhammadsheva305@gmail.com](mailto:muhammadsheva305@gmail.com) | [www.linkedin.com/in/muhammad-sheva](https://www.linkedin.com/in/muhammad-sheva) |

## About Me

I am a fresh graduate who studied at Universitas Brawijaya majoring in Information Technology, specializing in Information Systems. I participated in the UASB (Football Activity Unit) organization, where I developed teamwork and communication skills. I have experience as a System Analyst in a Project-Based Learning (PBL) project during my third semester. Additionally, I enriched my learning experience through an independent study program at Celerates, which strengthened my interest in UI/UX and Web Development. I also completed an internship as a Web Developer at CV. Multimedia Pratama. I have skills in designing with Figma, creating components, and building prototypes. I am proficient in various tools such as PHP, MySQL, UML, and DFD. I also possess skills in various computer software, including MS Office..

## Education

### Universitas Brawijaya - Malang, Indonesia

Aug 2022 – Jul 2025

Diploma at Technology Information, 3.84/4.00

#### • Helpdesk Information System – System Analyst

In this academic project, I took the role of System Analyst, where I was responsible for defining the foundation of the system and leading its analysis and planning phase. My key responsibilities included:

- Determined the methodology and technical approach to be used throughout the project development lifecycle.
- Created key system documentation, including:
  - Use Case Diagrams to map out system interactions.
  - Use Case Scenarios to detail each functional flow.
  - Data Flow Diagrams (DFD) to visualize system processes and data movement.
  - Entity Relationship Diagrams (ERD) to design and structure the database schema.
- Collaborated with team members to ensure the system design aligned with user needs and functional requirements.

#### • Farmlr Application – UI/UX Designer

Designed a farming assistant mobile app for a UI/UX course, focusing on improving user experience through wireframes and interactive prototypes.

#### • Personal Finance App – Mobile Developer

Built with Flutter for a Mobile Programming course to help users manage their daily financial records.

#### • Cinema Ticket Sales Information System – Database Designer

Created a relational database system as a final project for Advanced Databases, Programming Algorithms, and Software Engineering courses.

#### • Getuk Mbah Tambah Ordering Website – Full-Stack Developer

Developed as a final project using the full software development process, including system design (UML, DFD), UI prototyping with Figma, frontend development with HTML/CSS/JavaScript, and backend with PHP Native and MySQL.

### SMAN 1 Kudus - Kudus, Indonesia

Jul 2019 - Mei 2022

MIPA, 85.58/100.00

- Member Sie Kerohanian Islam(SKI).

## Experience

### PT. Mitra Talenta Grup (Celerates) - Jakarta, Indonesia

Feb 2024 - Jun 2024

UI/UX and Web Development

Celerates is a company that provides IT solutions for businesses looking to grow their operations using the latest technology.

#### • Personal Portfolio Website – Front-End Developer

Created a personal website using HTML and CSS to showcase skills and projects.

#### • Stansa Website (Micro Project) – UI/UX Designer

Collaborated in a team to conduct user research and design UI in Figma. Contributed to front-end development using the designed components.

#### • StuPro Website (Massive Project) – UI Designer

Designed UI for a full-scale website project from research to prototype using Figma. Also involved in front-end and back-end

development, and participated in the deployment process (hosting).

- Learned key concepts in UI/UX design and Web Development throughout the projects.

**CV. Multi Media Pratama – Malang, Indonesia**

Sep 2024 – Mar 2025

Programming and Integration System

CV. MULTIMEDIA PRATAMA is a company engaged in Web/Application development.

- Led the development of school admission websites for both junior high and senior high schools, ensuring responsive, user-friendly interfaces tailored to each institution's needs.
- Prepared a strategic digitalization proposal for a cooperative, focusing on improving operational efficiency and digital transformation.
- Collected and organized tourism data for Malang Regency and Batu City, including mapping villa accommodations to support local tourism development.
- Designed comprehensive Figma prototypes for a dairy cooperative's digital system, covering user journeys for buyers, corporate clients, HR, and admin.
- Developed detailed Figma designs for a shrimp cooperative, addressing the platform's needs from multiple user perspectives: customers, business partners, HR, and admin.

**Pengalaman Organisasi dan Kepanitiaan**

---

**UASB UB - Malang, Indonesia**

Feb 2024 – Dec 2024

*Entrepreneurship Staff*

UASB UB is one of the student activity units (UKM) at Universitas Brawijaya. It consists of several divisions, including field and non-field divisions. The field division includes the football division, men's futsal division, and women's futsal division. The non-field division includes the Public Relations Division, Entrepreneurship Division, Media and Information Division, and PJMO Division.

In this role, I contributed to both customer engagement and operational coordination related to sports merchandise, particularly jerseys. My responsibilities included:

- Organized and categorized 101 jerseys into four distinct types: Retro Green, Retro Black, Home Jersey, and Away Jersey, ensuring accurate inventory tracking..
- Communicated directly with customers, responding promptly to inquiries and providing excellent service by sharing real-time updates on their jersey orders..
- Compiled regular order reports to be submitted to the division head and coordinated with the apparel partner, Total Sport, to ensure smooth processing and delivery of customer orders..

**Panitia Rektor Brawijaya Cup - Malang, Indonesia**

Feb 2024 – Oct 2024

*Sponsorship Division*

Rektor Brawijaya Cup is a faculty-level tournament at Universitas Brawijaya that features two competitions: futsal and football.

- Created a professional sponsorship booklet and designed various sponsor packages (Bronze, Silver, Gold, Platinum).
- Submitted sponsorship proposals to target companies, including Kahf, Billyard Olympus, Galaxy Solusindo, and Sepatu Bersih.
- Edited promotional video for RBC x HT Malang, which was published on the official Instagram of Rektor Brawijaya Cup.
- Announced confirmed sponsors during event breaks at Rektor Brawijaya Cup 2024.

**Skills & Language**

---

- **Soft Skills:** Time Management, Effective Communication, Leadership, Teamwork, Problem Solving
- **Hard Skills:** UML, DFD, PHP, MySql, Figma, HTML, CSS, MS. Office, Canva, Capcut.
- **Language:** Indonesian ( Active ), English ( Passive ).