

M. SULFIKAR

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JL. Pancoran Barat 2 No.24 RT.14/RW.06, Kel.Pancoran, Kec.Pancoran, Jakarta Selatan

I am Fikar, an ambitious 8th-semester computer science student with an insatiable passion for crafting elegant software solutions and captivating website experiences. My skill set shines with expertise in Java, UI/UX design, and the dynamic realms of PHP and Laravel. Harnessing the power of Figma and Adobe, I breathe life into my visions, transforming them into immersive digital realities.

Work & Project Experiences

Yummy Corp - Jakarta, Indonesia

Jun 2022 - Sep 2022

Tech Intern

Innovative corporate food and cloud kitchen management company, in partnership with the most exciting food brands

- Develop the main website for Yummy Corp
- Designing and building the website for Yummy Corp
- Using Laravel, CSS, JavaScript, and HTML
- Collaborate with senior developer to build Landing Page of Yummy Corp

Sampoerna University - Jakarta, Indonesia

Oct 2021 - Dec 2021

Developer

Project for mobile apps development course: A cloud-based scheduling app for Android

- Create an application that is used to manage schedules, as UI/UX Designer using Figma and Android (Java)
- Doing QA testing to detect errors on an incentive basis and assess the quality and functionality of the application
- Collaborate with 2 other students to build, design, and maintain the Application Using JAVA, Figma, and Android Studio

Education Level

Sampoerna University - Jakarta, Indonesia

Aug 2019 - May 2023

Undergraduate in Computer Science, 3.08/4.00

- Dean Student 2023
- Relevant coursework: Operating Systems; Web Developer; Frontend; Backend; Application Developer; AI and Machine learning

Organisational Experience

Student Executive Board - Jakarta, Indonesia

Jul 2020 - Jul 2021

Ministry of Communication and Visual Design; Member

- Make video and teasers about event using Adobe Premiere, Adobe Photoshop, Adobe After Effect, and Figma to promote which will be displayed at the event and posted on Instagram and YouTube
- Successfully held and ran the SU Mengabdi 2.0, SU Olympic 2021, and TEDx

Sampoerna University Magazine - Jakarta, Indonesia

May 2021 - Aug 2021

Visual Design: Head of Visual Design

- Manage contents using Figma and Head of the team of a fourth person to work on the visual design
- First Magazine and E-Magazine about Sampoerna University

Sampoerna University Mengabdi - Bogor, Indonesia

Dec 2019 - Jan 2020

Volunteers

- Successfully created a comprehensive community service event in the suburbs in collaboration with XL
- Lead 8 people to teach about Pancasila, Citizenship, and socio-culture to more than 50 high school and junior high school students
- Building wells for residents and cleaning up rivers and residential areas

New Student Orientation (NSO) - Jakarta, Indonesia

Aug 2021 - Sep 2021

Publication and Visual Design

- Create teaser and opening video using Adobe Premiere, After Effect, and Illustrator
- Organizing archival systems NSO
- Labeling, sorting, and categorizing documents for ease of use

Skills, Achievements & Other Experience

- **Hard Skills:** Hard Skills: Microsoft Office: Word, Excel, Power Point; Language: English; Programming: MATLAB, Java, PHP, Html, Python, C++; Database MySQL; Laravel; Cisco Packet Tracker; Oracle VM VirtualBox Manager; Visual Studio Code; Android Studio; Adobe: Adobe Premiere, Adobe Photoshop; Figma
- **Soft Skills:** Leadership, Teamwork, Time Management, Adaptability
- **Certification & Training:** Certified Cisco Packet Tracer(2021), Microsoft Technology Associate Python Training(2021), Java Programming training at LinkedIn Learning(2021), Android Development Essential Training at LinkedIn Learning(2021)