

# NISA JAMALIA HANIF

## COMPUTER SCIENCE STUDENT

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I'm a Computer Science student at BINUS University with a strong passion in IT, especially in mobile app development and UI/UX design. With over 3 years of experience in Android development using Kotlin, I'm excited to use my skills and keep learning through real-world experience.

### SKILL

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- Soft Skills: Analytical thinking, Decision Making, Teamwork, Collaboration
- Programming Languages: Kotlin, Java, C/C++, Python, HTML, PHP, CSS
- Framework & Architecture : Laravel , CodeIgniter, MVC, MVVM, Data Binding, Live Data, Room
- Database & Service : MySQL, SQLite, Retrofit, Firebase

### KEY ACHIEVEMENTS

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- Finalist in UI/UX Competition by ITCC Udayana University
- Finalist in Innovation Competition by DOW HERoes of Innovation
- Become a mentor for 24 students in Android workshop at GDGoC
- Facilitator Android Workshop at Indonesia Android Kejar 2.0

### EXPERIENCE

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#### Internship at PT Nusantara Global Inovasi as FullStack Android Mobile Development

Januari 2021 - Juny 2021

- Developed a real estate mobile app from scratch using Android Studio and Kotlin for frontend development
- Built custom RESTful APIs to handle property listings and user interactions
- Integrated Firebase Authentication for secure user access
- Gained full-stack mobile development experience, covering native Android UI/UX design, backend integration, and deployment

#### Google Developer Group On Campus Binus@Bandung - Android Core Team

October 2024 - Present

- Mentored peers in Android programming, providing guidance on development tools, best practices, and project execution.
- Shared expertise in Android development through interactive sessions and collaborative discussions.

#### Asistant of Lab Curiosity- Software & Product Development

December 2023 - Present

- Internal student group supervised directly by the head of the study program, focusing on competitions and research
- Participated in 7 national and international competitions within one year
- Delivered an official presentation at the Pre-FYP event to 50+ freshmen, successfully promoting the lab and recruiting new members

#### Himpunan Mahasiswa Teknik Informatika - Public Relation

Maret 2024 - Feb 2025

- Speaker at ShareIT HIMTI 2025, delivering public presentations to improve engagement and communication skills
- Designed visual content for Company Visit 2024, contributing to successful corporate engagement events
- Negotiated sponsorships and secured partnerships for TECHNO 2024 to support event funding and collaborations

## EDUCATION

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### SMK Islamic Development Network - Rekayasa Perangkat Lunak

2019 - 2022

- Internship at PT Nusantara Global Inovasi
- Facilitator at Indonesia Android Kejar 2.0 Batch 2
- Developed 17 IT projects (mobile and web applications)

### Bina Nusantara University

September 2023 - Present

- Active member of 3 student organizations (e.g., GDG, Lab Curiosity, HIMTI)
- Currently pursuing core subjects in computer science including programming, IoT, and algorithms
- Involved in collaborative and extracurricular activities to build leadership and technical skills

## PROJECTS

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### CareerSprint

- Implement an AI-based human resource management system
- Contributed to the ideation and UI/UX design process
- This project positions my group for participation in the final competition of ITCC UI/UX 2024

### ToDoo Apps

- Mobile to-do list app for students with reminders, timers, and smart task suggestions
- Technologies used: Figma, Kotlin, Google Calendar API, Room, Dagger2, Date & Time Picker, Retrofit

### PetSy Apps

- PetSy Apps is a final group school project where I developed a pet adoption app that makes it easier for users to find quality pets for adoption
- Technologies used: Firebase Auth, Custom API development, MySQL, Laravel, Kotlin, Retrofit, PHP

### Food Recipe Apps

- A platform that provides various food recipes, with data sourced from the Food Recipe API
- Technologies used: Custom API development, MVVM architecture, Retrofit for API integration, Firebase, Room

### HouuzUs

- Internship project developing a real estate sales platform with user-friendly property listing, search, and transaction features inspired by existing property marketplace applications.
- Technologies used: Custom API development, MVVM, Retrofit for API integration, Laravel, PHP

### Movie Apps

- Movie Apps is a platform that provides the latest movies similar to Netflix, featuring a wide variety of films with data sourced directly from the MovieDB API
- Technologies used: Kotlin, API MovieDB, Dagger2, MVVM, Rx Binding.

## LANGUAGE

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- **English:** Intermediate
- **Indonesian:** Native Speaker