

MUHAMMAD NIZAM SETIAWAN

Software Developer - Mobile Applications

Gresik, Indonesia • (+62) 857 3020 0585

nizamsetiawan151@gmail.com • [linkedin.com/nizamstwn](https://www.linkedin.com/in/nizamstwn) • nizamsetiawan.my.id • github.com/nizamsetiawan

As a Software Developer specializing in Mobile Applications with 1+ years of experience in the startup industry

TECH SKILLS AND LANGUAGES

- **Programming Languages** : Java, Kotlin, Swift, Dart, and PHP.
- **Mobile Development** : Android, iOS, Flutter.
- **Design and Testing** : UI/UX design, API & UI automation testing, performance testing.
- **CS Fundamentals** : Strong knowledge of networking, databases, algorithms, and problem solving ability.
- **Tools and Technologies** : Android Studio, JetBrains, Xcode, Flutter, Laravel, Firebase, RESTful APIs, SQL, Git, Jenkins, Docker, Trello
- **Management and Familiar with CI/CD processes for mobile app development and testing.**
- **Proficient Languages** : English, Indonesian.

EDUCATION

UNIVERSITAS NEGERI SURABAYA

Undergraduate in Information System

Surabaya, Indonesia

June 2021 - Present

- Current GPA : 3.84/4.00
- Achievements : Received the Bank Indonesia Scholarship twice, Recipient of the national-level PPK Ormawa award from DIKTI.

PROFESSIONAL EXPERIENCE

BANGKIT ACADEMY LED BY GOOGLE, GOTO, & TRAVELOKA

Mobile Development Learning Path - Student Participant

Remote

February – July 2024

- Graduated from Bangkit Academy 2024, an exclusive one-semester program led by tech experts from Google and leading Indonesian tech companies. Specialized in Mobile Development (Android), using Kotlin and MVVM architecture to build scalable applications. Applied SOLID programming principles and implemented unit testing to ensure application stability and resilience.
- Selected as one of 4,500 participants from 55,000+ registrants as Mobile Developer (Android).
- Earned Intermediate Android Developer Certification from Dicoding with a score of 95%.

URBAN LABS

Mobile Developer - Internship

Surabaya, Indonesia

August – December 2023

- Developed and deployed Android applications using Flutter at Urban Labs, managing the entire development lifecycle from UI design to Play Store release.
- Implemented advanced features such as Maps Integration, Payment Gateways, Permit Status Tracking, and more.
- Formulated and executed a comprehensive test planning and automation strategy for launching applications.
- Automated over 50 UI, and resolving 20+ bugs in staging environments.
- Directed multiple teams focusing on various aspects of application functionality and collaborated with developers across 5 different roles.
- Recognized in the initial performance evaluation with the highest rating of 9/10 (Exceptional Impact), placing among the top 3.
- Proficient in utilizing Flutter's unit testing capabilities and skilled in performance testing, including chaos and stress/load testing, across Android and iOS platforms using Dart.
- Conducted sessions with the backend team to manage APIs and perform testing, ensuring smooth and effective testing during peak workloads.

CLEFER

Android Developer - Part Time (Capstone Project in Bangkit Academy)

Remote

May – July 2023

- Developed a responsive and user-friendly mobile application, starting with UI design using Figma to optimize usability.
- Integrated APIs for real-time information and analysis, focusing on image recognition features and community aspects.
- Ensured application stability and quality through comprehensive testing phases before launch.
- Utilized Android Studio and Kotlin programming language, implementing MVVM architecture for efficient resource management.
- Integrated Machine Learning capabilities using retrofit libraries for enhanced API access and functionality.
- Achieved recognition as one of the top 50 capstone projects out of 600 projects with over 5500 participants.

CORE INITIATIVE STUDIO

Mobile Application Developer - Project-Based Virtual Intern

Remote

March – April 2023

- Proficient in Android Studio and GitLab for efficient development and collaboration.
- Developed robust mobile apps using Kotlin at Core Initiative x Rakamin Academy, integrating web services APIs for high-performance

solutions.

- Collaborated with cross-functional teams to align technical solutions with project timelines.
- Implemented best practices in app development: code reviews, unit testing, and continuous integration.

BTPN SYARIAH

Backend Developer - Project-Based Virtual Intern

Remote
July – August 2023

- Prepared to become a Data Engineer supporting IT services development at the bank.
- Developed websites using Vue.js JavaScript framework for Front End.
- Completed Final Project as Fullstack Developer with MySQL Database.
- Handled API integration and troubleshooting tasks.

FREELANCER

Android Developer - Self Employed

Remote
June 2023 – Present

- Successfully completed over 10+ projects specializing in Android app development using Kotlin, Flutter and integration with various web service APIs.
- Proficient in designing UML diagrams, flowcharts, and UI/UX to ensure effective app development and optimal user experience. Working remotely, managing projects independently to deliver high-quality mobile solutions.

ORGANIZATIONAL EXPERIENCE

BADAN EKSEKUTIF MAHASISWA (BEM)

Head of Research and Technology Department

Surabaya, Indonesia
January 2024 – Present

- Developed an informative and user-friendly BEM UNESA website, enhancing visibility, serving over 1000+ users.
- Led an 11-member team, executed five programs.
- Designed and organized a successful technology seminar that received positive feedback from participants.
- Supervised a technology research seminar in PKM (Program Kreativitas Mahasiswa) at the university level.

HIMPUNAN MAHASISWA TEKNIK INFORMATIKA

Chairman

Surabaya, Indonesia
January – December 2023

- Led an 85-member team, managed organizational activities, and increased member engagement.
- Directed the formulation of work plans and objectives, ensuring alignment with organizational goals.
- Supervised nine departments, contributing to the achievement of organizational objectives.
- Implemented over 20+ work programs, earning an excellent performance rating from the campus

GOOGLE DEVELOPER STUDENT CLUBS (COMUNITY)

Core Team Android Developer

Surabaya, Indonesia
August 2022 – Present

- Contributed to community growth from 200 to over 800 members, fostering an engaged developer community.
- Organized meetings, facilitated discussions, and interacted with members to enhance learning and collaboration.
- Delivered valuable insights on mobile development as a workshop speaker, with participation from over 100 attendees.
- Creating learning materials for GDSC members regarding basic dart, basic flutter, basic jetpack compose, and native android.

GOOGLE DEVELOPER GROUP/CLOUD SURABAYA (COMUNITY)

Volunteer

Surabaya, Indonesia
August 2022 – Present

- Served as Registrations Staff for Google I/O Extend Cloud Surabaya 2024, managing participant registrations for 150+ attendees.
- Served as Event Staff for DevFest GDG Surabaya 2022 and 2023, supporting event planning for 200+ attendees.
- Served as Equipment Staff for Flutter Extended Surabaya 2022, managing technical setups for 100+ attendees.

CERTIFICATION

- Belajar Pengembangan Aplikasi Android Intermediate [Certification](#) (2024)
- Belajar Penerapan Machine Learning untuk Android [Certification](#) (2024)
- Belajar Dasar AI [Certification](#) (2024)
- Belajar Prinsip Pemrograman SOLID [Certification](#) (2024)
- Belajar Fundamental Aplikasi Android [Certification](#) (2024)
- Belajar Membuat Aplikasi Android untuk Pemula [Certification](#) (2024)
- Memulai Pemrograman dengan Kotlin [Certification](#) (2024)
- Belajar Membuat Aplikasi Flutter untuk Pemula [Certification](#) (2024)
- Memulai Pemrograman dengan Dart [Certification](#) (2024)
- Belajar Membuat Aplikasi Back-End untuk Pemula [Certification](#) (2024)