

NANANGARIFUDIN

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Skills

Programming Languages: Java, Kotlin

Development: OOP, UI Design Slicing, MVP, MVVM, Firebase, REST, GraphQL, Jetpack Compose, Local Storage (Room, SQLite, SQLDelight), Retrofit, Dependency Injection(Dagger, Koin)

Testing: Unit Testing, Instrumentation Testing

Tools: Git(Github, Gitlab), Google Play Console, Android Studio

Education

Universitas Gadjah Mada - Yogyakarta, Indonesia

Diploma in Software Engineer Technology, GPA **3.77/4.00**

Aug 2019 - Dec 2023

Work Experiences

Freelance | Nov 2024 - Present

- Built and maintained POS System and GSPI ProTrack using Kotlin Multiplatform (KMP) to target Android and iOS platforms with shared business logic.
- Translated Figma designs into responsive user interfaces using **Jetpack Compose** for Android and SwiftUI for iOS.
- Implemented RESTful API integrations, ensuring smooth communication between frontend and backend systems.
- Ensured data consistency and reliability by adopting an **SSOT architecture** for state management, reducing redundancy and maintaining centralized data flow.

Tokopedia (part of Bytedance) - Jakarta, Indonesia

Software Engineering Android | Jan– Aug 2024

- Developed and tested critical features such as Top Ads, Power Merchant, and Promos for the Tokopedia Seller application, enhancing functionality used by thousands of merchants.
- Ensure high-quality code by following best practices in Android development, maintaining clean and efficient codebases, and conducting regular code reviews.
- Implement UI designs using clean architecture principles, ensuring smooth user experiences.
- Utilized cutting-edge technologies such as GraphQL, MVVM (Model-View-ViewModel), and Dependency Injection (DI) to build scalable and maintainable applications.
- Continuously optimize the application for maximum performance, scalability, and user satisfaction

PT. Jasa Kelola Asia (Jatis Services) - Jakarta

Android Developer | May 2022 - Apr 2023

- Performed regular bug fixes and maintenance across four key Play Store apps: Seru Auditor, Seru Hunter, Seru Juragan, and Seru Driver, ensuring smooth functionality and optimal user experiences.
- Integrated UI/UX designs, collaborating closely with designers to enhance the visual appeal and usability of mobile applications.
- Worked with JSON API services provided by the backend team, ensuring seamless communication between the Android apps and server-side functionalities.
- Utilized the Model-View-Presenter (MVP) design pattern to structure the codebase, ensuring maintainability, scalability, and ease of testing.

PT. Andhara Prima Kreatif - Bandung, Indonesia

Android Developer | Oct 2021 - Nov 2022

- Developed and debugged Android applications, including SerbaSeleb and AIQQON Mobile, ensuring high functionality and smooth user experiences.
- Integrated UI/UX designs, collaborating closely with designers to enhance the visual appeal and usability of mobile applications.
- Integrated backend JSON API services to ensure seamless data retrieval and communication between the apps and server.
- Applied the Model-View-ViewModel (MVVM) design pattern to structure and manage the apps, promoting clean architecture, maintainability, and scalability.

NARA Studio - Indonesia

Android Developer | Jun 2021 - Aug 2021

- Developed and resolved bugs for the Sekolah Kehidupan Android app, ensuring smooth functionality and

enhanced performance.

- Integrated UI/UX designs, collaborating closely with designers to enhance the visual appeal and usability of mobile applications.
- Ensured the app followed best practices in Android development, contributing to cleaner code and efficient performance.

**IMKOM Academy Yogyakarta - Yogyakarta,
Indonesia**

Android Facilitator | May 2023 - Apr 2023

- Created and developed instructional materials on Object-Oriented Programming (OOP) and fundamental Android development concepts.
- Led instructional sessions, facilitating learning and guiding students through Android development basics.
- Provided practical, hands-on training to students, helping them apply OOP principles in real-world Android projects.

**SV Universitas Gadjah Mada - Yogyakarta,
Indonesia**

Computer Lab Assistant | Feb 2022 - Dec 2023

- Supported lecturers in the delivery of lectures and lab sessions, ensuring a smooth learning experience for students.
- Provided guidance and assistance to students during lab sessions, helping them understand course concepts and troubleshoot technical issues.
- Assisted in evaluating student assignments and projects, providing constructive feedback to support their academic development.
- Helped with the technical setup and maintenance of lab equipment and software to ensure efficient class operations.

Awards

- [Finalist Top 5] Developed Android mobile application for Qubisa, Juara Coding, Indonesia Career Center Network
- [3rd Place] Mobile App Development IT Creative Competition, Universitas Udayana
- [2nd Place] Ki Hajar Mobile Application Contest, Ministry of Education and Culture's Multimedia Development Center

Organization Experience

Networking Club UGM - Yogyakarta, Indonesia

KOMATIK UGM - Yogyakarta, Indonesia

**Software Research Development | Feb 2021 - Dec
2021**

- Participated in the Gemastik competition, contributing to software development projects.
- Shared and expanded knowledge about Android programming within the team.
- Collaborated effectively on team projects, fostering a productive learning environment.

Certification

Programming and Software Development - Junior Mobile Programmer - Badan Nasional Sertifikasi Profesi

Issued on October 2021, Credential ID 723000411200323692021

Learn Android Jetpack Pro - Dicoding Indonesia

Issued on July 2021, Credential ID NVP71YG8OP

