Nandi Rifaldi

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About Me

I am Nandi Rifaldi, a recent graduate with a Bachelor's degree in Informatics Engineering from Gunadarma University, i have developed a strong foundation in programming, systems design, and problem solving skills. During my studies, i gained practical experience through various projects including Article creation, Front-end developer, Game Developer, UI/UX design, and Animation creation. The combination of a strong technical foundation in Informatics Engineering with creative skills allows me to deliver effective solutions, innovative and interesting.

Education

Gunadarma University (2020-2024)
Undergraduate, in Major Informatics, 3.78

- Learn more about creating 2023 games using Unity3D in 2023.
- Learn more about creating 2D animation using Sketchbook and Blender in 2023.
- Learn more about website development programming languages such as HTML, CSS, PHP, ReactJS, and JavaScript in 2022.
- Learn more about creating and developing UI/UX designs such as UX research using Figma, User Experience (UX), User Interface Design, Prototype, Wireframing, Design System in 2022.
- Learn more about creating an object using the Blender application in 2022.

Yayasan Adipurna Inovasi Asia (14 Agu - 31 Des 2023)
Front-end Web Developer

- Understand basic programming logic and apply it in solving existing problems in the field of Software Developer work.
- Learn basic Git with gitlab and manage data/code collections in the gitlab repository. And can collaborate with other developers on the same repository.
- Successfully modify software applications using flowcharts and programming guides with basic level HTML, CSS and JavaScript technologies precisely according to specification requirements and application functionality.
- Successfully created an interactive front-end web application that has a web storage feature storage.
- Successfully created a web front-end application with ES6 standard JavaScript code, implemented Web Components, Webpack, and Displaying dynamic data from Web API using AJAX.
- Successfully created a web application with React that utilizes functional components, stateful components, and controlled components.
- Successfully created a front-end web application that is responsive, has good accessibility, is easy to maintain, is native, can be tested, and has good performance.
- Understand time management, critical/design thinking, and effective communication.
- Successfully completed the final project, namely application/solution development

Man 21 Jakarta (2017-2020)

Science Major

- Take part in competition activities in the field of Drawing in 2018.
- Served as class vice president in 2018.
- Became group leader in the 2017 English Dialogue activity.
- Became group leader in Scout activities in 2017. '

Recent Activities & Projects

- Successfully created a Fullstack Wedding Organizer website using PHP and Bootstrap which has CRUD functionality. Available features include Registration, Login, Orders, Manage vendors and User Statistics. Data stored using MySQL in 2024.
- Successfully created a Learning Puzzle Game using Unity3D, C# for the programming language, and Figma for display and object design, with a focus on educational interactions and improving user problem-solving skills. Available features include a Points system, Stars and Level ups to increase user engagement in 2024.
- Successfully created a Fullstack Movie Website Using TMDB API for movie data and JavaScript. Available features include film search by title or genre and complete film details including reviews and ratings in 2024.
- Successfully created a Fullstack Tourist Information website using React.js and Bootstrap which has CRUD functionality. Available features include Registration, Login, Orders, Search, Article Edit System, Rating System, and Admin Settings. Data stored using MySQL in 2024.
- Successfully created an elementary school mathematics game using Unity3D, C# for programming language, and Figma for display and object design. with interactive gameplay that improves children's counting skills in 2023.
- Successfully creating a 2D Slice of Life animation with a duration of 7 minutes at 8 fps using Sketchbook and FlipaClip, and played a role in all stages of production, from storyboard planning to final animation by combining elements of everyday life stories with simple but meaningful visuals in 2023.
- Create a Fullstack Service Computer website project using PHP that has a CRUD function and uses MySQL to store data in 2022.
- Successfully created a Blog website using Java Script which has CRUD functionality and was created to display various articles related to information technology (IT), in 2022.
- Create a Portfolio website using HTML, CSS and JavaScript programming languages to display professional projects and experiences interactively with a responsive design that ensures optimal display on a variety of devices in 2022.
- Carry out the process of inputting esports competition data using Microsoft Excel and be responsible for organizing, analyzing and visualizing competition data for reports and evaluations as well as applying Excel formulas and functions to increase data processing efficiency in 2021.

Abilities & Competencies

- Microsoft Exel
- Microsoft Word
- Microsof PowerPoint
- ReactJS
- Figma
- Unity3D

- Github
- Teamwork
- English B1 (Intermediate)
- Good Communications Skills
- Team Work
- Problem Solving