

Muhammad Adhitya Ramadhani

0895321758494 | onlyarta56732@gmail.com | [linkedin.com/in/Muhammad Adhitya Ramadhani](https://www.linkedin.com/in/Muhammad Adhitya Ramadhani)

PERSONAL STATE MENT

An active first-semester student in the Applied Computer Engineering Program, Department of Information and Communication Technology, at the State Polytechnic of Electronics Surabaya (PENS). Has a strong interest in organizational activities, electrical engineering, and programming. Actively involved in teaching robotics and programming extracurricular classes for high school students. Highly motivated to learn new technologies and capable of working effectively in both team-based projects and individual tasks

EDUCATION

SMK Antartika 2 Sidoarjo Computer and Network Engineering Department.	2023 - 2025
• GPA : 94,67	
Bachelor of Applied Computer Engineering	2025 - Present
Surabaya State Polytechnic of Electronics	

ORGANIZATIONAL EXPERIENCES

Head Of Division 3 Student Council SMK Antartika 2 Sidoarjo	January 2023 - January 2025
• Led and coordinated student activities related to creativity, discipline, and school events.	
• Supervised members within the division to ensure smooth execution of programs.	
• Collaborated with other divisions to organize school-wide projects and competitions.	
Chairperson Computer And Network Engineering Club SMK Antartika 2 Sidoarjo	January 2023 - January 2025
• Directed club operations focusing on computer networking, programming, and hardware training.	
• Organized workshops and practice sessions to improve members' technical skills.	
• Represented the club in school and regional technology competitions.	
Leader Karate Martial Arts Club SMK Antartika 2 Sidoarjo, SMA Antartika Sidoarjo	February 2023 - Desember 2024
• Managed training schedules and maintained discipline among club members.	
• Led the team during local and inter-school karate tournaments.	
• Promoted sportsmanship and teamwork through regular practice and mentoring.	
Head Organizer CYNATION event (District Level) SMK Antartika 2 Sidoarjo	January 2025
• Planned and executed the CYNATION district-level event involving multiple schools.	
• Coordinated event logistics, budgeting, and communication with sponsors and participants.	
• Ensured the event's success by leading a team of committees and volunteers.	

WORK EXPERIENCE

Computer Network Trainer
SMK Antartika 2 Sidoarjo

Desember 2023 - January 2025

- Trained students in setting up, configuring, and troubleshooting computer networks.
- Taught basic to advanced networking concepts, including IP addressing, routing, and network security.
- Guided participants in practical lab sessions and project-based learning.

Internet Of Things Trainer
SMK Antartika 2 Sidoarjo

January 2023 - Present

- Instructed students on IoT fundamentals, sensor integration, and microcontroller programming.
- Supervised hands-on projects involving Arduino and ESP32 to develop real-world IoT systems.
- Encouraged innovation and problem-solving through creative IoT applications.

Intern – Computer Service Technician, Sarinadinet
SMK Antartika 2 Sidoarjo

January - May 2024

- Assisted in diagnosing and repairing hardware and software issues on client computers.
- Performed system installations, maintenance, and upgrades.
- Supported network troubleshooting and provided technical support to customers.

PROJECT & COMPETITIONS

- **1st Runner-Up (Consolation Prize) – INSPECTION ITS 2025**, Internet of Things Competition, Department of Instrumentation Engineering, Institut Teknologi Sepuluh Nopember (ITS).
- **1st Runner-Up (Consolation Prize) – IONIC PENS 2024**, Internet of Things Competition, Department of Internet Engineering Technology, Politeknik Elektronika Negeri Surabaya (PENS).
- **Best Full Paper Innovation Award – IONIC PENS 2024**, Internet of Things Category, Department of Internet Engineering Technology, PENS.
- **Finalist – RRO (Robokidz Robotic Olympiad) ITS 2025**, Automation and Electrical Engineering Category, Institut Teknologi Sepuluh Nopember (ITS).

SKILLS

Technical Skills	Personal Skills
<ul style="list-style-type: none">• Internet Of Things Innovation• Cyber Programming• Network Engineer	<ul style="list-style-type: none">• Teamwork & Collaboration• Communication & Presentastion• Skills Problem Solving
Devices & Platforms <ul style="list-style-type: none">• Arduino IDE• Proteus• EasyEDA	

Attachments: Certificates & Awards

AIESEC 2025

INSPECTION 2025



IONIC 2024



HEAD ORGANIZER

CYNATION



DIGICOURSE

PT TELKOM



**HEAD OF DIVISION 3
STUDENT COUNCIL**



**LPIA-CPT (Commercial
English Proficiency
Test)**



Creative PORTFOLIO

COMPUTER ENGINEERING 2025

Presented By: Muhammad Adhitya Ramadhani





WELCOME TO MY PORTFOLIO

Learn More





INTRODUCTION

Muhammad Adhitya Ramadhani
Computer Engineering C 2025
NRP 3225600065

Learn More





ABOUT ME

Hello! I'm Muhammad Adhitya Ramadhani, a Computer Engineering student at the Electronic Engineering Polytechnic Institute of Surabaya (PENS). I have a strong interest in the fields of Internet of Things (IoT), Cybersecurity, Networking, and Programming.

For me, technology is not just knowledge it is a tool to create real solutions for everyday problems. I am continuously developing myself through various projects, organizations, and collaborations.

Outside of academics, I enjoy learning new things, writing about technology, and working in teams to enhance both my technical and soft skills.





EDUCATION & ACTIVITIES



2022 - 2025

SMK ANTARTIKA 2 SIDOARJO

- Studying computer systems, networking, and basic programming.
- Actively participates in Internet of Things (IoT) Innovation and Scientific Writing competitions.



2023 - 2024

Head of Division 3, Student Council (OSIS)

- Served as the coordinator of extracurricular activities at school.
- showing strong leadership skills and achievements in both academic and non-academic areas.



WORK EXPERIENCE

JANUARI - MEI 2024

Internship – Specialist Serviced Computer [Sarinadinet]

- Diagnosed hardware issues (RAM, HDD, PSU, motherboard) and performed component replacements.
- Provided technical consultations and maintenance support related to computer equipment and system troubleshooting.



JANUARI 2023 - JANUARI 2025

Chairperson and Trainer – Computer and Network Engineering Club

- Trained and prepared members to compete in networking, IoT, and cybersecurity competitions.
- Developed a laboratory facility for the club and delivered learning materials related to computer and network engineering.

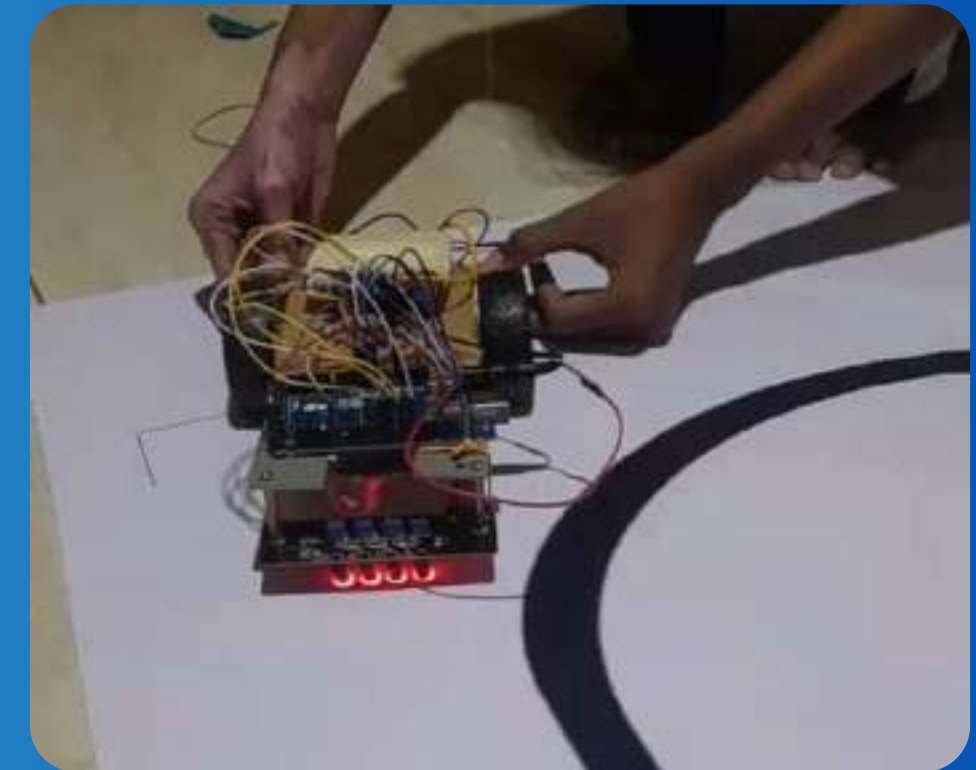




A solar-powered automatic irrigation system based on the Internet of Things (IoT). This project utilizes solar panels as the main energy source to operate an automated watering system, promoting energy efficiency and sustainable agriculture practices.

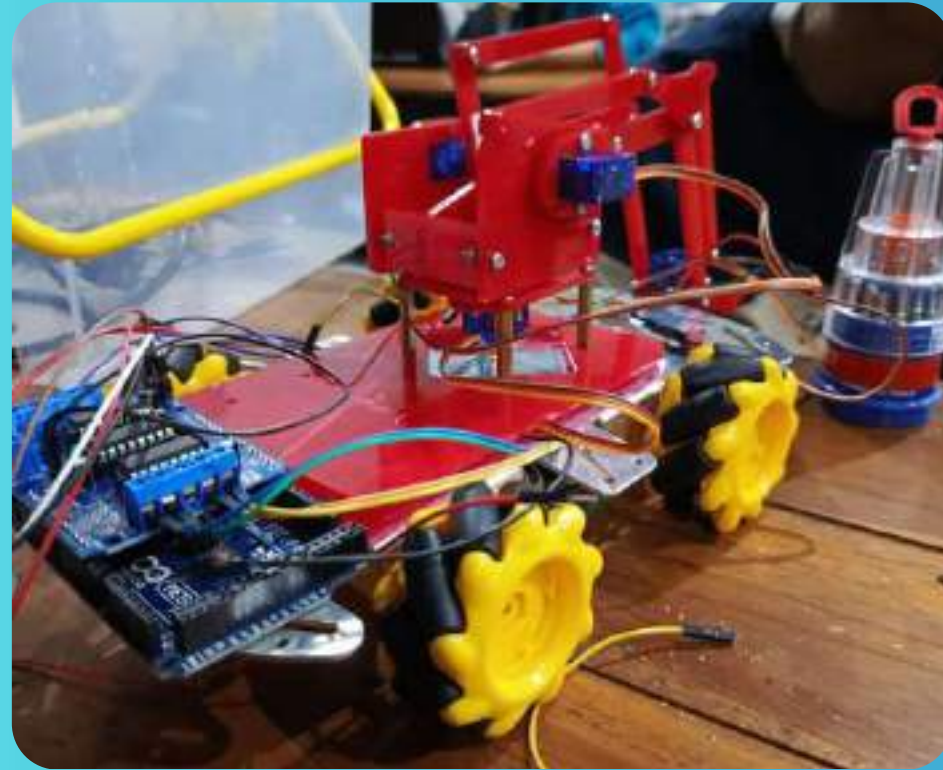


An IoT-based smart boat designed to monitor water quality using LoRa network communication and Node-RED as the interface system. The project aims to support environmental monitoring and provide real-time data collection for clean water management.

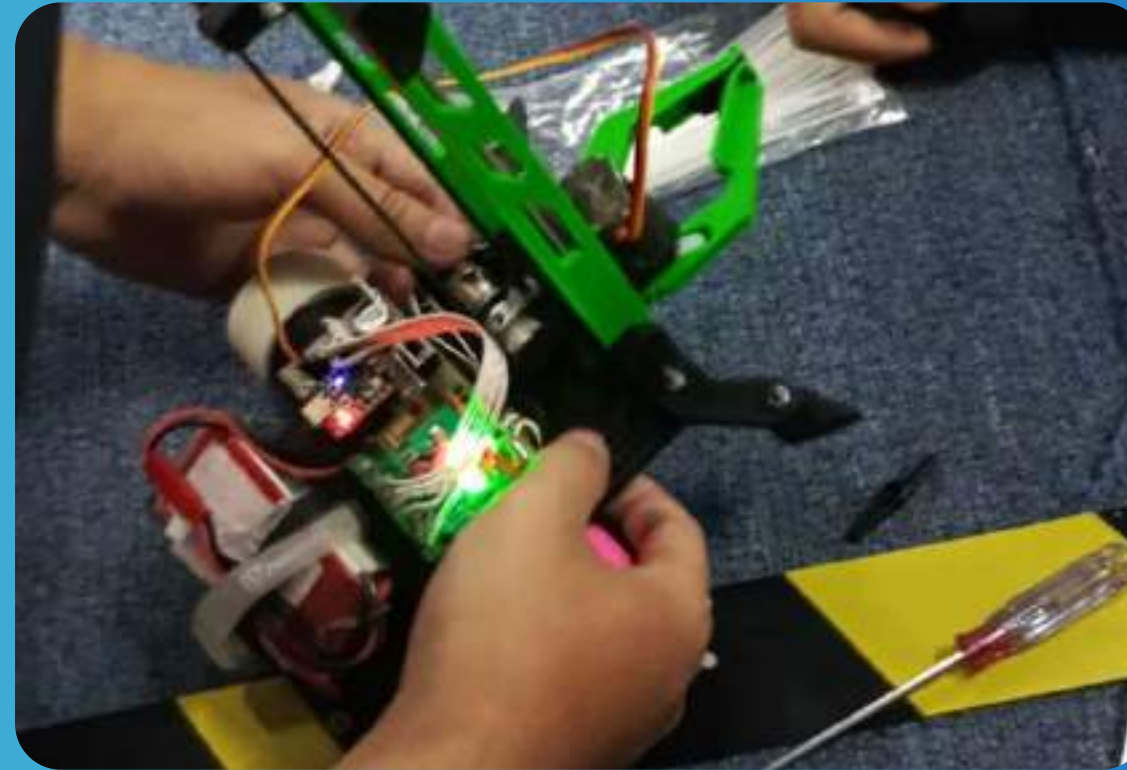


A self-developed line follower robot built for national-level competitions. This project demonstrates control system design, embedded programming, and sensor calibration for autonomous navigation.

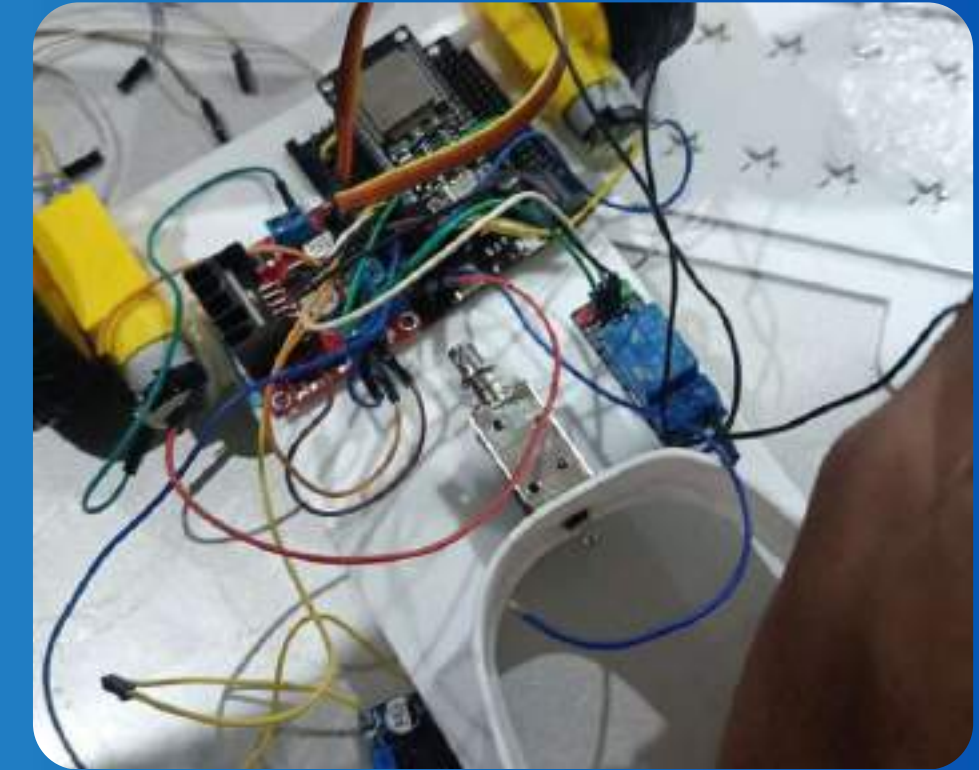
PROJECT PORTFOLIO



This Robot Arm is an automatic robotic arm designed to perform precise object manipulation. The system uses actuators and position sensors to move each joint accurately, enabling it to carry out tasks such as moving items, gripping objects, and performing other programmed movements.



The Transporter Lifter Robot is a carrying robot equipped with a lifting mechanism (lifter) to move goods from one point to another. This robot is designed to carry light to medium loads, with a control system based on a microcontroller, motor driver, and navigation sensors. It competed at Politeknik Negeri Malang on November 15, 2025, and achieved a Top 6 position.

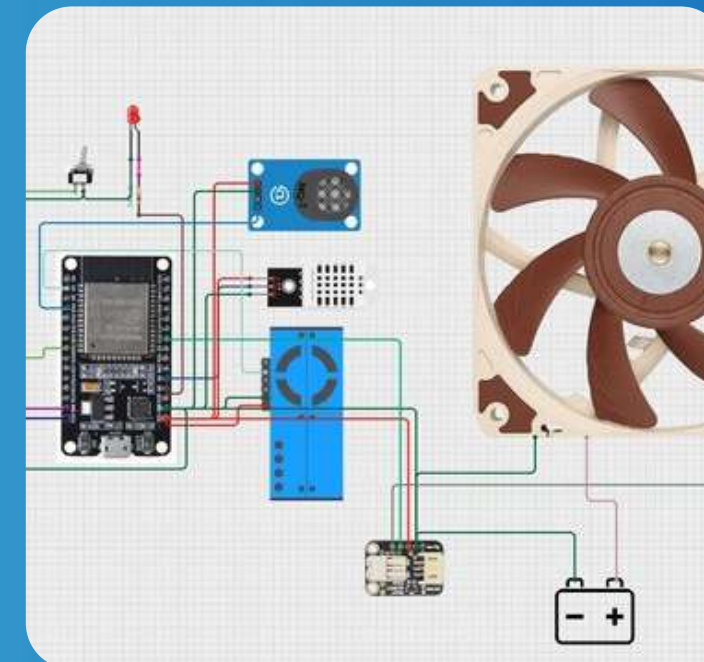
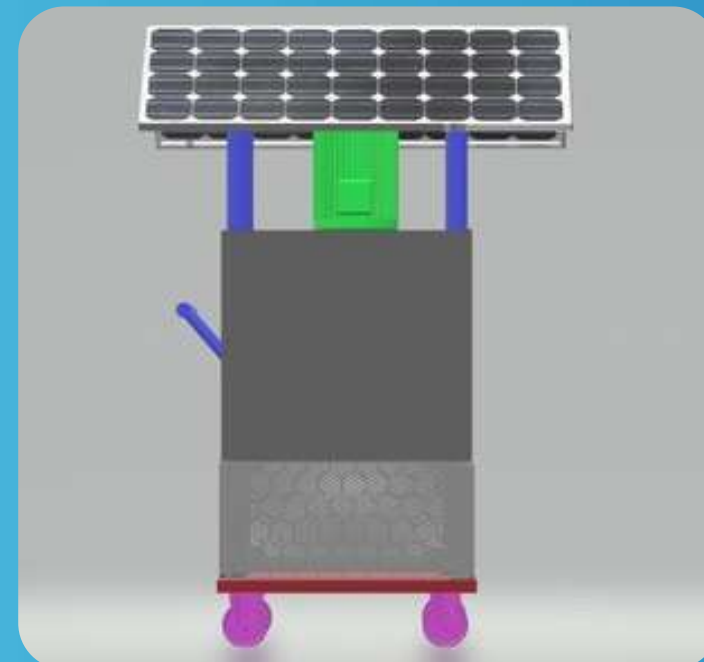
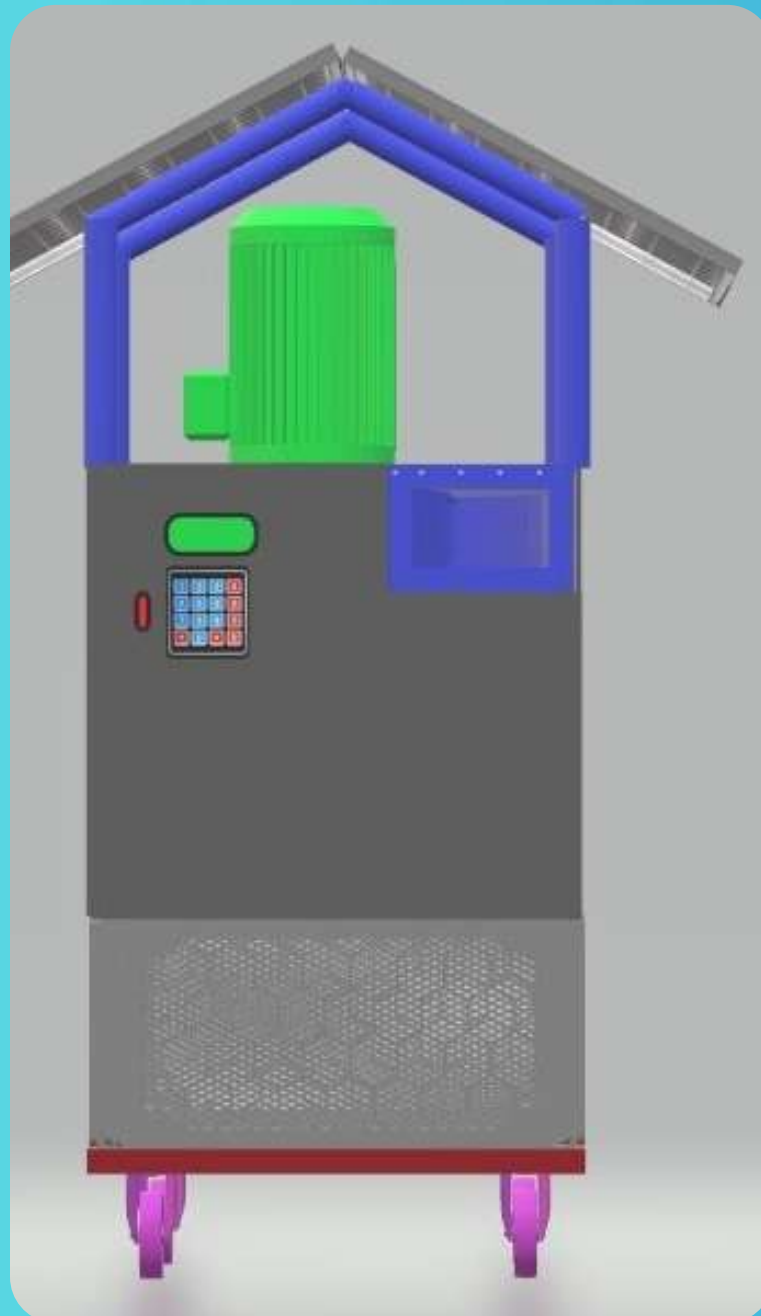


This Soccer Robot is a fast-moving robot used in robot soccer competitions. The robot is equipped with a series of sensors to detect the ball, high-speed motors for quick maneuvers, and a control system designed to execute offensive and defensive strategies. This project demonstrates capabilities in embedded systems, sensor calibration, electrical circuit design, and control programming so that the robot can move accurately and responsively during matches.

PROJECT PORTFOLIO



MY LATEST PROJECT



Puriva Smart Air Purifier (Solar-Powered, IoT-Based using Kotlin Programming Language)

Puriva operates using energy generated from solar panels, which convert sunlight into electricity to power all system components through a main control switch.

When activated, the fan runs continuously, circulating air through HEPA and carbon filters to purify it before being released back into the environment.

Additionally, the system uses an MQ135 gas sensor to detect harmful substances such as CO, NH₃, cigarette smoke, and other volatile organic compounds (VOCs).

The entire system integrates IoT functionality for monitoring and control, developed using the Kotlin programming language.





GET IN TOUCH

If you are interested in discussing, collaborating, or offering a project opportunity, feel free to contact me through the following channels:



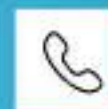
Email

onlyarta56732@gmail.com



Social Media

Instagram : Onlyartaa



Phone Number

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Muhammad Adhitya Ramadhani

Working | Cyber Security | Copy Writing

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Politeknik Elektronika Negeri Surabaya

Muhammad Adhitya Ramadhani

He/Him [Tambahkan lencana verifikasi](#)

Computer Engineering at Electronic Engineering Polytechnic Institute of Surabaya | Internet Of Things | Network Engineer | Cyber Security Analyst | Front-End Developer

Sidoarjo, Jawa Timur, Indonesia · [Informasi kontak](#)

17 koneksi



THANK YOU

For Your Attention

