MUHAMMAD ISMATULLAH FURQON

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Lamongan, Indonesia

I am an active Informatics Engineering student at Universitas Negeri Surabaya with a strong interest in UI/UX Design and Front-End Development. I have skills in various programming languages such as Python and C++. I am always eager to take on new challenges and contribute to innovative projects.

Project Experience

Universitas Negeri Surabaya - Surabaya, Indonesia   Feb 2024 - Apr 2024
Front-End Developer

- Designing and implementing visually appealing and user-friendly interfaces.
- Communicate effectively with the backend team to integrate the UI with backend functionality.
- Assisting in creating user documentation that explains how to use the application's interface.

Universitas Negeri Surabaya - Surabaya, Indonesia   May 2024 - Jun 2024
Coder and Development

- Identify the goals and needs of the program to count the number of objects in the image.
- Choose the right image processing algorithm, such as thresholding, segmentation, morphology, and edge detection.
- Write code for image processing programs, including preprocessing, segmentation, and object counting.

Universitas Negeri Surabaya - Surabaya, Indonesia   May 2024 - Jun 2024
Design Website

- Collaborate with the team to gather feedback and refine designs.
- Customize the themes and templates provided by Wix according to project requirements.
- Designing the page layout in detail, including the header, footer, navigation, and main content.

Education Level

Univesitas Negeri Surabaya ⊘ - Surabaya, Indonesia   Aug 2022 - Jul 2026 (Expected)
Undergraduate in Informatics Engineering, 3.69/4.00

Organisational Experience

IT Sport - Surabaya, Indonesia   Oct 2023
Public Relation

- Developing a promotion strategy to increase public awareness of the IT Sport event.
- Compiling progress reports to sponsors and ensuring they receive value from their investment.
- Disseminating news and updates about the event to the general public through various communication channels.

Pahala Cup - Lamongan, Indonesia   Jan 2024
Event Committe

- Participate in planning meetings, provide input, and carry out tasks assigned by the event coordinator.
- Addressing any issues or obstacles that may arise during the event and handling them quickly and efficiently.
- Compiling an evaluation report to assess the success of the event and identify areas for improvement in the future

Skills, Webinasr, Projects & Bootcamp

- **Soft Skills**: Teamwork, Communication, Adaptability, Problem-Solving, Time Management, Creativity, Interpersonal
- **Hard Skills**: Microsoft Office (Word, PowerPoint, Excel), Program Language (Python, C++), Design (Figma, Wix)
- **Webinars Attended** ⊘ (2022): Badan Eksekutif Mahasiswa Unesa
- **Projects** ⊘ (2024): UrMoney App, Web Design, Object Count Calculation Program
- **Bootcamp** ⊘ (2024): Myskill (UI/UX Design, Software Engineering)