




# Gusti Ngurah Deva Wirandana Putra

Mobile Engineer - Computer Science Major

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## Profile

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<b>Programming Languages</b>	Dart, Kotlin, Java, C, C++, JavaScript, SQL, Python
<b>Tech Stacks</b>	Flutter, Android, Firebase, GitHub, GitLab, Codemagic, Figma, MySQL
<b>Personal Skills</b>	Teamwork, Self Learning, Time Management
<b>Interests</b>	Mobile Engineering, UI/UX Engineering, Frontend Engineering

## Experiences

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<b>Suitmedia (Mobile Developer Intern)</b>	(July - December 2022)
<ul style="list-style-type: none"><li>- Developed e-commerce Hospital Mobile Apps with many features that allows users to get informations, book an appointment, and others</li><li>- Used Flutter, Dart, Firebase, OneSignal, Android, Kotlin, GitLab Best Practices</li><li>- Created enhancements with documentation on previous Suitmedia's Mobile Flutter boilerplate</li><li>- Worked closely with Backend, Analyst, and others from the same squad and external squad</li></ul>	
<b>Avatar Solution (Mobile Engineer)</b>	(May - September 2022)
<ul style="list-style-type: none"><li>- Used Flutter with GetX Pattern to develop Mobile App &amp; deployed on PlayStore &amp; AppStore</li><li>- Worked together with Backend Engineer and others using Monday, Slack, and GitHub</li></ul>	
<b>Sirkadian (Mobile Developer)</b>	(February - April 2022)
<ul style="list-style-type: none"><li>- Developed Apps using Flutter with GetX Pattern that allows users to subscribe to the pricing</li><li>- Using Scrum Methodology to maintain team productivity with daily standup</li></ul>	

## Projects

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<b>BuahTangan</b> (view on <a href="#">GitHub</a> , <a href="#">Behance</a> , and <a href="#">Prototype</a> )	(January 2023)
<ul style="list-style-type: none"><li>- Developed and maintained Flutter application with GetX Pattern that allows users to get the gift finder according to user input, gift directory, read articles about the gift, and gift planner</li><li>- Implemented LocalStorage, Animation, Automated Testing, Continuous Integration with Codemagic, SSL Pinning, and Modularization. Build App Variant for <a href="#">User</a> and <a href="#">Admin</a></li><li>- Used Firebase for Authentication, Notification, Dynamic Links, Analytics, and Crashlytics</li></ul>	
<b>Masak.in</b> (view on <a href="#">GitHub</a> and <a href="#">Behance</a> )	(June 2022)
<ul style="list-style-type: none"><li>- Developed a system using Flutter that allows users to get list data of Indonesian Foods from a model and see the details with a direct link to youtube videos on how to make it</li></ul>	
<b>Plantist Android App</b> (view on <a href="#">GitHub</a> and <a href="#">Behance</a> )	(October 2021)
<ul style="list-style-type: none"><li>- Implemented RecyclerView, Views and ViewGroup, Activity, and Intent that can allow users to get a list of Plants that can be displayed as a Grid, List, or Card</li></ul>	

## Education & Certifications

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<b>Udayana University</b>	(2020 - Present)
<ul style="list-style-type: none"><li>- 6th Semester Computer Science Student with a GPA of 3.96 (out of 4)</li><li>- Assistant Lecturer of Programming Algorithms and Digital System</li><li>- Lead of Engineering Division at SIC Community and Tech Buddy at GDSC Udayana</li></ul>	
<b>Dicoding Academy</b>	(2021 - Present)
<ul style="list-style-type: none"><li>- Multi-Platform App Developer Path : <a href="#">Dart</a>, <a href="#">Flutter Beginner</a></li><li>- Android Developer Path Path: <a href="#">Java</a>, <a href="#">Kotlin</a>, <a href="#">Android Beginner</a>, <a href="#">SOLID Principles</a></li></ul>	