Gusti Ngurah Deva Wirandana Putra

Mobile Engineer - Computer Science Major

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Profile

Programming Languages Dart, Kotlin, Java, C, C++, JavaScript, SQL, Python

Tech Stacks Flutter, Android, Firebase, GitHub, GitLab, Codemagic, Figma

Personal Skills Teamwork, Self Learning, Time Management

Interests Mobile Engineering, UI/UX Engineering, Frontend Engineering

Work Experiences

Surya Citra Media - EMTEK Group (Mobile Developer Intern)

(February - June 2023)

- Chosen as 1 of the 2 interns in the same division on total of 235 talents with 41.648 candidates
- Defined and documented detail mobile app revamp for the internal company including Information Architecture, Feature List, Tech Stack, Asset, and Existing Project Improves
- Designed Design System and new Design User Interfaces for revamp project using Figma
- Developed and refactor revamp project using Flutter, and completed it 2 weeks ahead of the deadline
- Developed another mobile app for comprehensive reporting and location inspections within the company, to be implemented by the security department
- Coordinated proactively with Mentor, Software Engineers, and Intern

Tridatu Solution (Mobile Engineer)

(March - June 2023)

- Built 2 mobile applications for internal client company in the field of credit guarantees for Micro, Small, and Medium Enterprises Cooperatives (UMKMK)
- Contributed by creating a mobile app to manage employees and company information to increase work efficiency, and strengthen integrated human resource management
- Collaborated closely with Project Manager, Backend, Frontend, and Quality Assurance

Suitmedia (Mobile Developer Intern)

(July - December 2022)

- Selected as 1 of the 6 interns in the same division on total of 61 talents with 9,171 candidates
- Developed e-commerce Hospital Mobile Apps with many features that allows users to get informations, book an appointment, and others
- Used Flutter, Dart, Firebase, OneSignal, Android, Kotlin, GitLab Best Practices
- Created enhancements with documentation on previous Suitmedia's Mobile Flutter boilerplate
- Worked closely with Backend, Analyst, and others from the same squad and external squad

Avatar Solution (Mobile Engineer)

(May - September 2022)

- Used Flutter with GetX Pattern to develop Mobile App
- Deployed app on PlayStore & AppStore
- Worked together with Backend Engineer and others using Monday, Slack, and GitHub

Sirkadian (Mobile Developer)

(February - April 2022)

- Developed Apps using Flutter with GetX Pattern that allows users to subscribe to the pricing
- Using Scrum Methodology to maintain team productivity with daily standup

Projects

BuahTangan (view on <u>GitHub</u>, <u>Behance</u>, and <u>Prototype</u>)

(January 2023)

- 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
- Implemented LocalStorage, Animation, Automated Testing, and Modularization
- Used Firebase for Authentication, Notification, Dynamic Links, Analytics, and Crashlytics
- Build App Variant for <u>User</u> and <u>Admin</u>

Tabletop Execersise (view on <u>GitHub</u> and <u>Website</u>)

(September 2022)

- Built Flutter Web Apps that have features area concept of an airplane and tabletop exercise to simulate an emergency for the crashed airplane
- Helped friend to win 1st Place in Pusat Pengembangan Sumber Daya Manusia Perhubungan Udara (PPSDMPU) Innovation Competition

Masak.in (view on GitHub and Behance)

(June 2022)

- 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

Plantist Android App (view on GitHub and Behance)

(October 2021)

- 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

Organization, Community, and Leadership Experience

Google Developer Student Clubs (Tech Buddy)

(September 2022 - Present)

- Responsible to write materials for the curriculum based on interest that will help the new tech-comer members learn
- Shared technical knowledge and experience with another member

Student Innovation Centre (Engineering Division Lead)

(July 2022 - December 2022)

- Managed and created documentation for all immersing projects, ideas, meetings, sync up, tech consultants, and all resources related to the engineering division
- Led some people on the Mobile Team to learn and apply new things by being Mobile Lead for immersive projects

Education & Certifications

Udayana University

(2020 - Present)

- 6th Semester Computer Science Student with a GPA of 3.96 (out of 4)
- Assistant Lecturer of Programming Algorithms and Digital System
- ex-Lead of Engineering Division at SIC Community and Tech Buddy at GDSC Udayana

Dicoding Academy

(2021 - Present)

- Multi-Platform App Developer Path : <u>Dart</u>, <u>Flutter Beginner</u>
- Android Developer Path: Java, Kotlin, Android Beginner, SOLID Principles