

RAMA WIDRAGAMA PUTRA

Computer Science Graduate

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EDUCATION

Computer Science, Universitas Indonesia

Graduated in
July 2020

EXPERIENCES

Android Developer Intern, Jojonomic

Feb 2020 – April 2020

Successfully developed an android application of an attendance system using Flutter framework. The development implemented BLoC pattern as the application architecture.

Research Assistant, Fakultas Ilmu Komputer

Jun 2019 – Sept 2019

Developed and improved an android application to translate sign language video to text. The application development was in coordination with lecturers to help their research in people with hearing loss.

Senior Member Mobile App Development, RISTEK Fasilkom UI

Mar 2019 – Jan 2020

Responsible in teaching mobile app development to the junior member. Flutter was used in learning in this class. Curriculum class consist of Flutter introduction, set up flutter in Android Studio, widget in flutter, state management in flutter, and sharing session.

Coordinator of Teaching Assistant, Fakultas Ilmu Komputer

Feb 2019 – Jun 2019

Assisting Formal Language and Automata lecturers. Managed homeworks and project assignments grades.

SKILLS

Programming Language: Java • Kotlin • Dart • Swift • Javascript • Python • HTML • CSS • SQL • Haskell

Libraries and Frameworks: Android Native Development • Flutter • iOS Development • RxJava • Dagger 2 • Room • MVVM Pattern • Retrofit • BLoC Pattern (Flutter Architecure Pattern) • GetIt (Dependency Injection Flutter) • Navigation Component Android • Paging Android • JQuery • Django

Tools and Platforms: Git • Firebase • Android Studio • XCode

PROJECTS

Oke Oce App (Flutter)

Jul 2020 - Present

A mobile e-commerce application for SMEs using BLoC pattern as the application architecture. The app includes a chatting feature using Firebase cloud messaging.

Akutansi App (Flutter)

Aug 2019 – Feb 2020

Journaling app to record transactions and to support other accounting needs, to be implemented for merchants.

Qluntung Mobile App (Flutter)

Feb 2019 – May 2019

A mobile application to simplify stocking process for marketer by providing an online transaction to various products.

SGM Mobile Application (Kotlin)

Nov 2018

A prototype mobile application to redeem SGM points, features include a catalogue of offered gift.