

# RANDY FERNANDA SAPUTRA



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## About Me

A passionate Mobile Application & Technology student at Bina Nusantara University with a strong foundation in mobile app development and latest technology trends. Skilled in programming and building mobile apps, and able to work both on my own and with a team. Focused on finding solutions, good at analyzing problems, and always aiming to achieve the best results.

## Project

### Piring Nusantara

Piring Nusantara is an AR-based application designed to enhance the culinary experience by projecting Indonesian dishes into interactive 3D models. Users can view and explore detailed representation of some dishes, helping them to understand the presentation and some information about the dish. Its developed using Unity.

### Puff & Poof, Bonk Garage, Pure Plate

Puff & Poof, Bonk Garage, Pure Plate is a marketplace specifically for buying and selling dolls, diecast models and healthy food. Its developed using Android Studio (Kotlin), it offers user-friendly platform where collectors and enthusiasts can easily browse, list, and purchase items.

### Bonk Toys

This application is a marketplace dedicated to buying and selling action figure models, its offers a wide selection of action figures from various categories. Built using Flutter, the app delivers a smooth and responsive experience.

### Willify

This web app is designed for music lovers who want to enjoy their favorite tunes online. Built with HTML and CSS, the app provides a clean and intuitive interface that allows users to easily navigate through a library of songs.

## Education

### 2019 - 2022

Regina Pacis Bogor

### Senior High School

I learned many programming languages like C, Java, Dart (Flutter), Kotlin (Android) and many more. I also learned about project planning, project team work and other soft skills.

### 2022 - Now

Bina Nusantara

### Undergraduate

I learned about many things in high school such as time management, team work, effective speaking, analytic and many more.

## Additional Information

**Languages** : Indonesian, English

**Technical Skills** : Flutter, Kotlin, Swift, Java, C, Python, SQLite, MySQL, Firebase, HTML/CSS, Tailwind, Figma, Canva, Trello, Git, Notion

**Soft Skills** : Adaptability and quick learning, Team Work and collaboration, Effective communication, Analytical and problem-solving skills, Time management

**Certifications** : C Programming For Beginners - Master the C Language (2024), Flutter Mobile Apps (2023)