

# Curriculum Vitae



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## Education

D-III Informatics Management  
IPB Vocational School 2018  
Graduate with GPA 3.68/4.00 - Cumlaude

## Skills

- Rest Client Retrofit2, Volley and Fast Android Networking.
- UI/UX Design
- Java and Kotlin Programming Language
- Git Version Control
- Build 3rd party android library
- Securing Android APK for ISO 27001:2013
- MVP and MVVM Design Pattern
- Clean Code
- UML Diagrams

## Achievement

**Favorite Winner**  
in Diploma Techno Day Expo (May 2017)

**Highest Competency Exam Score**  
Manajemen Informatika (Jan 2018)

**Scholarship**  
Google Developer Kejar (Oct 2018)

**Participant Bekraf Developer Conference '18**  
The Papandayan Hotel - Bandung

**100 fastest participant in Android**  
Kemenkominfo Digitalent Scholarship class

**Participant Bekraf Developer Conference '19**  
The Trans Luxury Hotel - Bandung

**Student's lead 1st winner national UI/UX**  
ITT Telkom Purwokerto (Nov 2019)

## Organization Experience

**Chief of Human Relations**  
in Company Visit 2016 (Aug 2016)

**Lecturer**  
in Micro Technology Education  
(Apr 2016 & Apr 2017)

**Head of Journalism Division**  
in Micro IT Community (2016 - 2017)

**Person In Charge**  
in Mobile Programming Workshop  
IT Knowledge 2017 (Jan 2017)

**Master of Ceremony**  
in Micro Technology Education (Apr 2017)

**Moderator**  
in Upgrading Micro 2017 (May 2017)

**Chief Executive**  
in Company Visit 2017 (Aug 2017)

**Head of Sponsorship Division**  
in Pekan Vokasi Nasional 2017 (Sep 2017)

**Person In Charge**  
in Web Design National Competition  
Pekan Vokasi Nasional 2017 (Oct 2017)

**Android Programming Lecturer**  
Developer Student Club IPB (Apr 2018)

**Clean Code Facilitator**  
Binus Creates (Feb 2020)

## Certificates

**Dicoding :**  
Memulai Pemrograman Dengan Kotlin  
Belajar Membuat Aplikasi Android  
untuk Pemula  
Menjadi Android Developer Expert  
Kotlin Android Developer Expert

More : [bit.ly/SertiSenno](https://bit.ly/SertiSenno)

# Curriculum Vitae



## Work Experience

### Part-time in Maxymum Software House (2017)

- Converting UI/UX Design into real android app.
- Fixing bugs and adding additional feature.

CV  
Maxymum

### Assistant Lecturer in IPB Vocational School (2018)

- Help lecturers in learning processes.
- Make sure the students understand the topic.
- Help students write the code properly.



### Android Developer

in PT Telkom Indonesia (Aug 2018 - May 2019)

- Develop Telkom's t-money app.
- Bug monitoring and fixing.
- make the app compatible with devices widely.
- Develop the new feature into the app.
- Design, Analyze and Documenting the new feature
- Be the Project Manager for vendor's developer that helps develop the app.
- Collaborate with the backend dev
- Share the knowledge to the other team frequently



### Android Programming Teacher

in SMK IDN Boarding School (May 2019 - Jul 2019)

- Build the Module Books for students
- Teach student about software engineering
- Lead the students for competitions
- Oversee the situations of each students
- Do administrative works as the teachers



### Vice Principal

in SMK IDN Boarding School (Jul 2019 - Mar 2020)

- Did the Programming Teacher's works
- Design Curriculum for Software Engineering Major
- Plan the school's calendar of academic
- Oversee the updated software engineering things

### Android Facilitator

in Binar Academy (Mar 2020 - Now)

- Compile the reading materials for Students
- Compile slide of Android Facilitator's presentation
- Provide android content for Binar Academy App
- Teach the Student for Silver and Gold class



# Portfolio

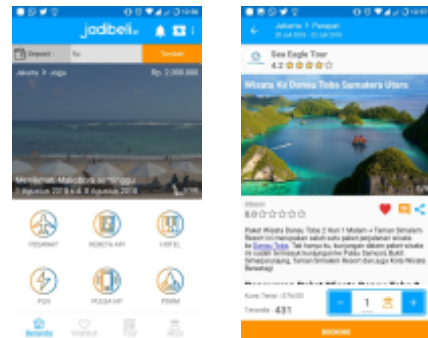
The following is a list of projects that have been done individually and as a team.

The following projects are projects that are worked on context as a college assignment, client request and part-time job request at CV Maxymum.



## Jadibeli.id

An android based mobile application that is connecting the participants of the tour with the tour vendor service provider. This project was created from the results of teamwork when internship / PKL on CV Maxymum.



## Desktop Application of Vendor Management

A desktop application created using Java programming with the Java Swing framework. This application was created to manage work, assessments, certificates and profiles of vendors that you work with PT. Indonesia Power Suralaya - Cilegon



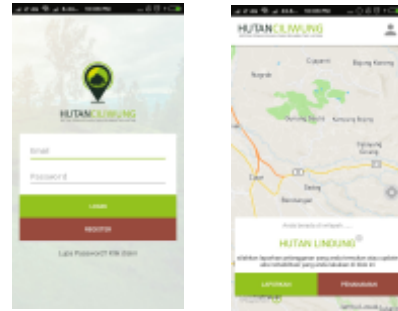
## Sigavids Bogor (Sistem Infomasi Pencegahan dan Penanggulangan HIV/AIDS Bogor City)

Is an Android-based mobile application for provides information on health services in the city of Bogor who can handle HIV / AIDS consultations and VCT tests.



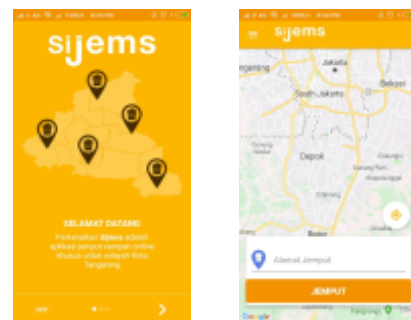
## Hutan Ciliwung

Hutan Ciliwung application is an application made for the purpose of forest monitoring. In this application the user can report violations forest and planting action in the forest. This application intended for Forest Watch Indonesia agencies.



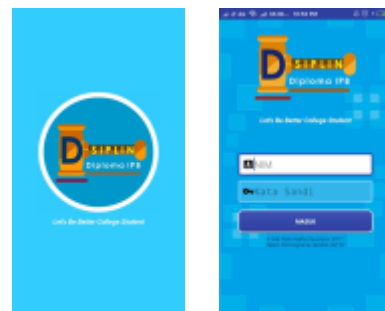
## SiJems (Sistem Informasi Penjemputan Sampah)

The SiJems application is an application that handles pickup of waste in the city of Tangerang. This application will connect residents using garbage trucks to process it waste transportation becomes more effective. This application made for the Tangerang City Government.



## D-Siplin

This D-Siplin application was created to handle mandatory reporting IPB Vocational School students who have violated a rule. This application was made for Expo and has been chosen as the most favourite champion application.



## IT-Fest 2016 Participant Application

This application was created to be used by IT-Fest 2016 Participants. Participants type their names before entering the event room. The name obtained will be saved in The database is then used to print participant certificate.





## Developing t-money Android Application in PT Telkom Indonesia

Telkom Money (also called t-money) is a digital financial service product in the form of electronic money from PT Telekomunikasi Indonesia.

The function of t-money is as a medium allows users to do transactions, sending money, withdrawing money, and so forth.

## Error and Bug Fixing

	App launches	Total users	Upgrades	New installs	Crash rate	HTTP errors Network failures	Requests per session	Response time	Memory
Newer	2.77M ▲ 1010 %	29.4K	21.2K	8.19K	0.0226 % ▼ 71.6 %	0.133 % 2.82 %	2.15 ▼ 36.3 %	1320 ms ▲ 22.1 %	7.96 MB ▼ 17.5 %
	250K ▼ 49.3 %	9.45K	7.53K	1.92K	0.0795 % ▼ 75.6 %	0.107 % 2.41 %	3.37 ▼ 1.86 %	1080 ms ▼ 35.6 %	9.64 MB ▼ 12.1 %
	494K ▼ 25.9 %	14.2K	8.02K	6.17K	0.326 % ▲ 10.3 %	0.131 % 6.86 %	3.43 ▲ 14.6 %	1680 ms ▲ 13.3 %	11 MB ▲ 7.06 %
	667K ▲ 2990 %	14K	4.77K	9.2K	0.295 % ▼ 19.4 %	0.0761 % 4.16 %	3 ▼ 5.33 %	1480 ms ▼ 5.89 %	10.2 MB ▲ 10.1 %
Older	21.6K	1.61K	1.14K	78	0.366 %	0.0278 % 2.81 %	3.17	1580 ms	9.31 MB

In the last five versions of trends, t-money application crash rates tend to decrease even though it had experienced a 10.4% surge, it was returned a decrease crash rate of 75.6% and 71.6% in the next two versions



## Android application update for Extension of ISO 27001: 2013 certification related to Information security management systems

T-money electronic money is ISO 27001: 2013 certified.

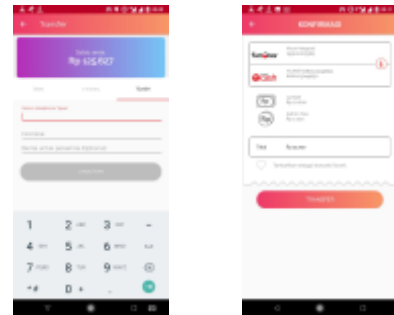
In 2018, this ISO certification must be renewed.

Including the existing android application is included in this ISO audit.

# Portfolio

## Feature development P2P transfer of t-money to t-cash

T-money features are possible users to transfer t-money balance to t-cash



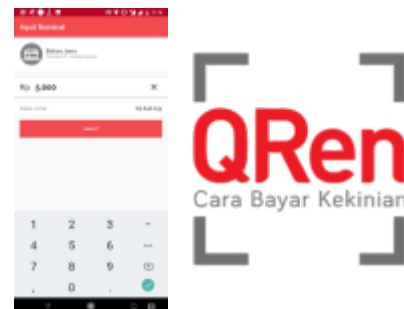
## Feature development DAMRI e-ticketing

DAMRI in collaboration with PT Telkom Indonesia through the procurement of DAMRI Online ticket reservation features from various terminals in Jabodetabe to the Soekarno-Hatta International Airport.



## Qren SDK Development

Qren is a cashless payment platform by using the QR Code. In order to be used by third party applications, then an SDK is created so that other application developers can apply the QRen platform to the application.



## Compilation of class X module books

Involved in making class X RPL modules at SMK IDN Boarding School. This module covers a variety of related material Android software engineering and programming.





## SMK IDN Boarding School

This section describes my achievements while working at the SMK IDN Boarding school

### Compilation of class X module books

Involved in making class X RPL modules at SMK IDN Boarding School. This module covers a variety of related material Android and software engineering.



### Lead the Student for Certifications

Became the Teachers, Vice Principal, and the Homeroom teachers who leads my student to achieve the Certificate of Android Programming in Dicoding platform.

All of my students successfully achieve the certificate as Android Beginner, and some of them can achieve the Expert Level. This takes only one semester at the first semester.



### Lead the students to Achieve 1st Winner UI/UX National Competition

In November 2019, I am leading a group of students for the UI/UX National Competition in INV FEST 4.0 ITT Telkom Purwokerto.

Achieve the 1st winner and also the rotating trophy for the best UI/UX Design with Design of Teras Masjid app.

