# MUHAMMAD ALFIAN SENDHY RAMADHINATA

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Surabaya, Indonesia

I'm a creative individual who loves to code, particularly in the fields of Mobile apps using Kotlin and Flutter. I love to share fresh ideas about breakthroughs and am constantly curious to learn the latest discoveries in the tech field. I often explore some useful resources, and take any courses to rank up my skills. Also working on paid projects if there's an opportunity.

## Education Level

**Universitas Pembangunan Nasional Veteran Jawa Timur** - **Surabaya, Indonesia**     Jul 2020 - Jan 2025 (Expected)
*Bachelor of Information Systems*

## Work Experiences

**IT Department at UPN "Veteran" Jawa Timur** -  **Surabaya, Indonesia**     Sep 2024 - Present
*Mobile Engineer Intern*

- Building and maintaining English Proficiency Test (EPT) App.

**Information System Department at UPN "Veteran" Jawa Timur** - **Surabaya, Indonesia**     May 2024 - Jun 2024
*Assistant Lecturer of Mobile Programming (Flutter)*

- Guided and monitored the progress of final projects for a total 11 groups.
- Evaluated and assessed final project presentation.
- Delivered materials on Firebase (Backend as a Service).

**Wastehub Alam Lestari**     Sep 2023 - Dec 2023
*Mobile Engineer (Android) Intern*

- Contributed to developing a user-side Wastehub application for an integrated waste management system, interfacing with a dashboard and waste collector app. Features include user authentication, waste collection requests, transaction history, and user profile.
- Collaborated with cross-functional teams to develop a waste management product, addressing Indonesia's waste issues in Bali. Played a key role in high-level problem-solving discussions and contributed to determining detailed requirements, specifically focusing on API contracts for the backend and mobile development teams.

**Dinas Komunikasi dan Informatika Provinsi Jawa Timur** - **Surabaya, Indonesia**     Jan 2023 - Feb 2023
*IT Governance Analyst Intern*

- Design and implement an IT-BSC framework to measure the performance of the website helpdesk.
- Define key performance indicators (KPIs) and metrics aligned with the organization's IT strategy.
- Collaborate with stakeholders to ensure IT-BSC alignment with business objectives.
- Evaluate help desk processes and procedures to ensure efficiency and adherence to best practices.

## Organisational Experience

**Surabaya Developer** - **Surabaya, Indonesia**     Feb 2023 - Present
*Event Manager*

SurabayaDev is an IT community domiciled in the city of Surabaya which has an activity agenda with the theme of technology education in synergy and collaboration.

- Organized and executed more than 10 offline and online events
- Attracting a total of almost 200 attendees in online and 50 in offline.

**GDSC UPN "Veteran" Jawa Timur**     Aug 2023 - Aug 2024
*Community Leader*

Google Developer Student Clubs (GDSC) are university-based communities for students interested in Google technologies and programming.

- Directed 22 team members across 5 divisions, orchestrating efficient communication and ensuring cohesive collaboration.
- Collaboration with 5 external community partners to successful events.

**BEM Fasilkom UPN "Veteran" Jawa Timur** - **Surabaya, Indonesia**     Jul 2022 - Jul 2023
*Research & Development Staff*

- Successfully organized and managed Fasilkom Talk "Web3 & Blockchain: The Future of The Internet".
- Coordinated the planning and execution of Fasilkom Talk 2 "Gear Up for Recession Issue in 2023 as Digital Talent".

**HIMASIFO UPN "Veteran" Jawa Timur** - Surabaya, Indonesia                                Jul 2021 - Jul 2022
*Research & Development Staff*

- Successfully organized and managed AKSI KTI, a training event about Scientific Papers.
- Coordinated the planning and execution of EIS, a webinar event about Personal Branding.

## Skills, Achievements & Other Experience

- **Achievements** ⊘ (2023): Top 10% Bangkit Academy Graduates
- **Bootcamp** ⊘ (2023): Flutter Mobile App Development by SanberCode
- **Bootcamp** ⊘ (2023): Mobile Engineer (Android) - Generasi GIGIH 3.0 by GoTo Impact Foundation
- **MBKM Program** ⊘ (2023): Cloud Computing by Bangkit Academy
- **MBKM Program** ⊘ (2022): UI/UX Design Mastery by Skilvul
- **Course** ⊘ (2023): English for Business Communication in IT Field (Beginner 2)
- **Course** ⊘ (2023): Menjadi Google Cloud Engineer by Dicoding
- **Course** ⊘ (2023): Memulai Pemrograman Dengan Kotlin by Dicoding
- **Course** ⊘ (2023): Belajar Jaringan Komputer Untuk Pemula by Dicoding
- **Course** ⊘ (2023): Belajar Membuat Aplikasi Back-End untuk Pemula dengan Google Cloud by Dicoding
- **Course** ⊘ (2023): Belajar Dasar Pemrograman JavaScript
- **Course** ⊘ (2023): Belajar Dasar-Dasar DevOps by Dicoding
- **Course** ⊘ (2023): Belajar Dasar Git dengan GitHub
- **Course** ⊘ (2023): Memulai Dasar Pemrograman untuk Menjadi Pengembang Software
- **Course** ⊘ (2023): Pengenalan ke Logika Pemrograman (Programming Logic 101)
- **Course** ⊘ (2023): Git Course
- **Course** ⊘ (2023): Java Course
- **Course** ⊘ (2023): Belajar Dasar Pemrograman Web
- **Course** ⊘ (2023): Krealogi: UI/UX Challenge (Completion)
- **Course** ⊘ (2023): System Administration and IT Infrastructure Services
- **Course** ⊘ (2023): The Bits and Bytes of Computer Networking
- **Course** ⊘ (2023): UI/UX Design Mastery (Gold)