# My Portfolio

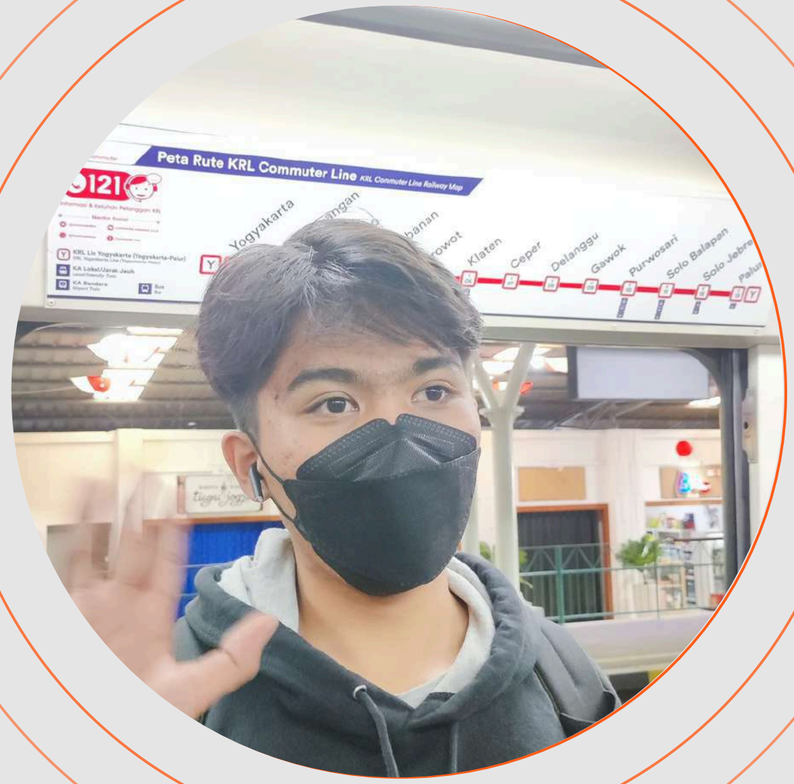
WEB DEVELOPER - IOT ENGINEER - MOBILE DEVELOPER

Presentation by

**Septian Na’im**

HELLO, I'M

# Septian Ghuslal Nur Na'im




## ABOUT ME

I am a Diploma III student in Information Technology at Brawijaya University, specializing in Software Engineering with a focus on Back-end Development & Iot Engginer. I enjoy collaborating in team environments, leveraging diverse perspectives to drive innovative solutions. My involvement in numerous training programs and projects has expanded my expertise across the technology landscape. I am eager to advance my professional career as a Software Development, with a particular interest in Iot, Machine Learning, web, and mobile development.

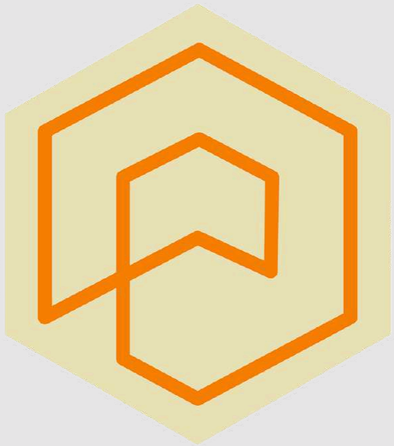
# Education

SMA NEGERI 1 SRAGEN,
2019 - 2022

BRAWIJAYA UNIVERSITY,
2022 - 2025

# Work Experience

DotsNusa
Connecting Tomorrow



bangkit
Google gojek tokopedia traveloka

VOKASIUB
Pendidikan Vokasi Universitas Brawijaya

# Experience

**Mobile Development Learning Path - Independent Study**

Feb 2024 - Jul 2024

- Developed Skills in Mobile Development: Gained hands-on experience in building mobile applications using Kotlin for Android development. Worked on projects involving both frontend and backend development.
- Capstone Project: Contributed as a Mobile Developer in a team project focusing on creating a tourism app for East Java. The project integrated Machine Learning and Google Cloud for enhanced user experiences, such as real-time recommendations and cloud storage.
- Team Collaboration & Agile Methodology: Practiced working in a collaborative environment with cross-functional teams of Machine Learning, Cloud Computing, and Mobile Development students using Agile methodologies and tools like Scrum.
- Professional Certifications: Completed certifications and training from Google Cloud, GoTo, and Traveloka in Mobile App Development, Google Cloud, and more.

bangkit

Google gojek tokopedia traveloka

**Bangkit Academy 2024**

# Experience

**Laboratory Assistant - Internet of Things & Human Centered Design**

Brawijaya University | Feb 2024 - Juli 2024

- Facilitated IoT Practical Sessions: Assisted students in practical labs focusing on Internet of Things (IoT), including working with devices like ESP32, sensors, and microcontrollers, guiding them through real-world IoT applications.
- Human-Centered Design Projects: Helped students implement Human-Centered Design principles in their projects, emphasizing user needs, usability, and accessibility throughout the design and development process.
- Project Mentorship & Technical Support: Supported students in building IoT systems, from sensor integration to data management, while also assisting in the prototyping and design phases of their projects.
- Curriculum Development: Contributed to the preparation of lab materials, tutorials, and assessments, ensuring students developed critical skills in IoT and design thinking.

VOKASIUB
Pendidikan Vokasi Universitas Brawijaya

**Laboratory Assistant**

# Experience

**Chairperson - Provoks Programmer Vokasi**

Brawijaya University | Jun 2024 - Jan 2025

- Leadership & Community Development: Directed a programming community, overseeing the growth of its members through workshops, coding competitions, and collaborative projects.
- Playground Initiative: Created a space for members to experiment and develop skills in areas like web, mobile, IoT, and multimedia by organizing peer-to-peer learning sessions and hands-on workshops.
- Contest Management: Led the organization of competitive events, such as hackathons and coding contests, which fostered healthy competition and showcased members' skills in problem-solving and programming.
- Project Incubation: Established the "Project Space," where students worked collaboratively on real-world software projects, receiving mentorship and technical support from industry professionals and alumni.
- Target Achievements: Initiated and executed plans to reach community goals, including creating professional portfolios for members, hosting guest lectures, and guiding final-year projects.

**Provoks (Programmer Vokasi)**

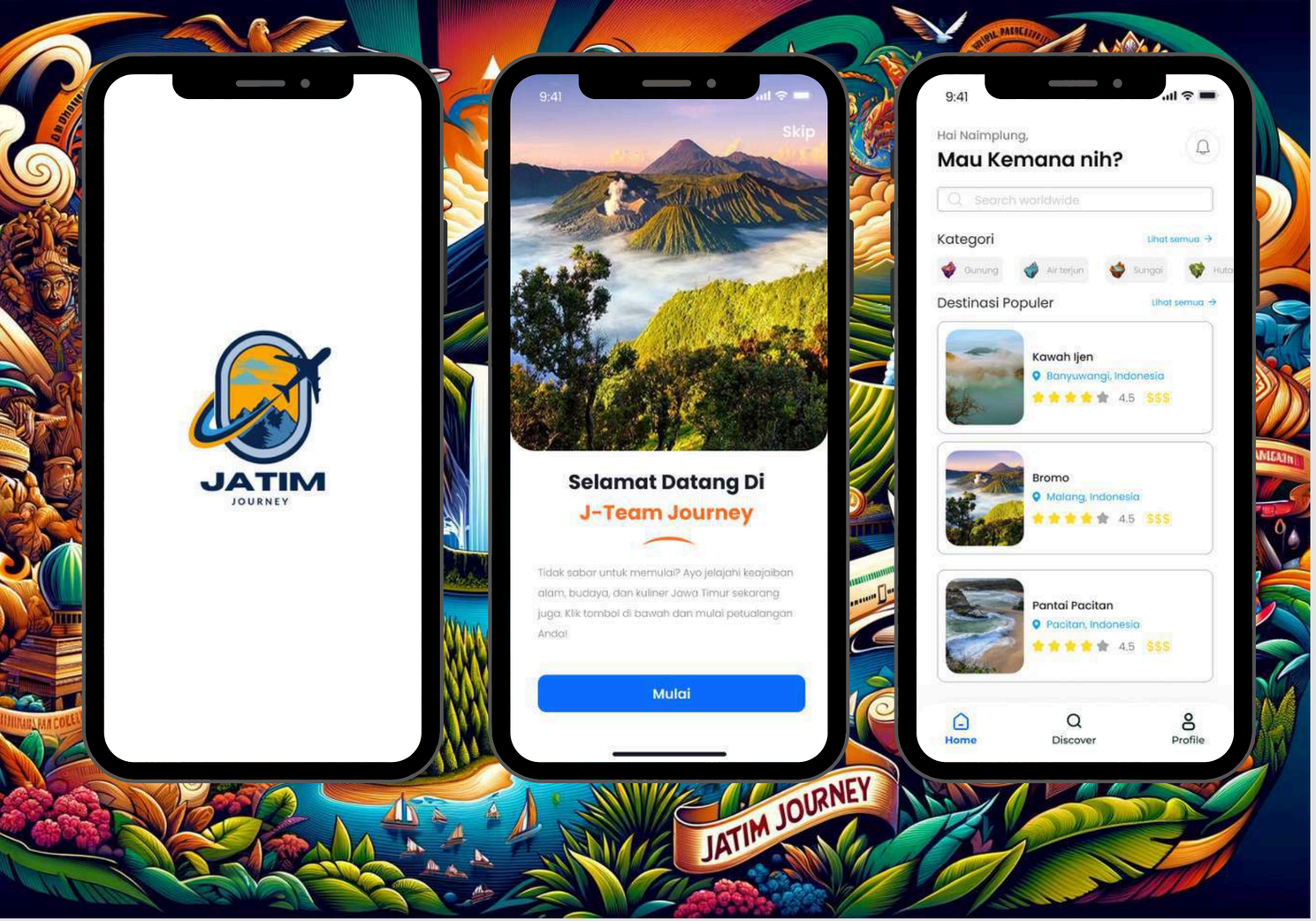
# Experience

**IoT Engineer - PT Connecting Dots Nusai**
Sep 2024 – Jan 2025

- Collaborated with the team to design and develop Internet of Things (IoT) solutions using LoRa and MQTT for remote monitoring applications.
- Developed Arduino and ESP32-based devices to connect sensors to a LoRa network, ensuring real-time data transmission to the server via MQTT.
- Integrated cloud platforms and visualization tools for live monitoring and data analytics.
- Optimized system performance and stability to ensure efficient and secure data transmission.
- Troubleshot hardware and software issues in IoT communication, enhancing overall system reliability.


**PT Conneting Dots Nusa**

# Project Portfolio




PROJECT 01

# Jatim Journey

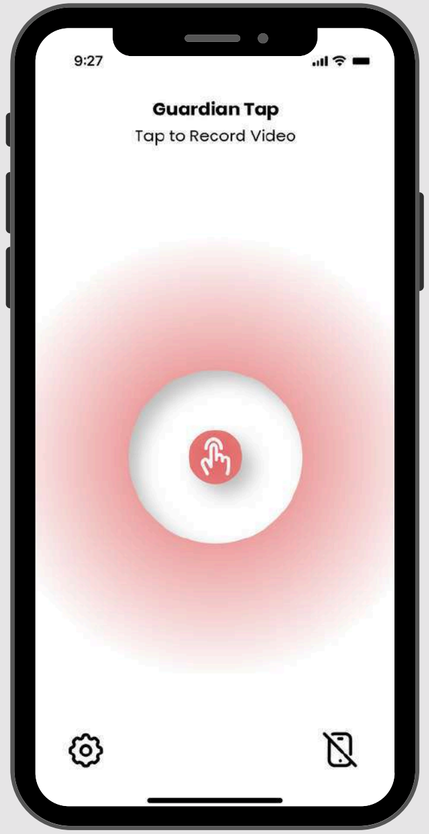
Jatim Journey is a mobile application developed as part of the capstone project for Bangkit Academy 2024. This project aims to simplify travel planning for users, focusing particularly on local, lesser-known, yet attractive destinations in Indonesia. The application integrates mobile development, machine learning, and cloud computing technologies to provide a personalized and user-friendly service.

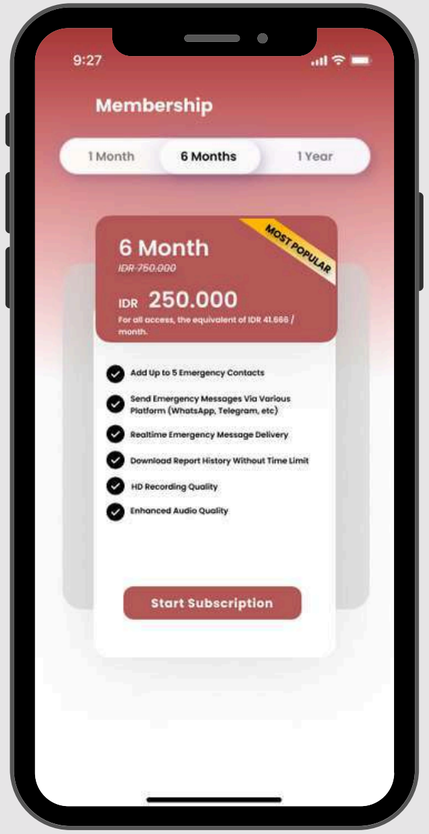
## Roles and Responsibilities

- Served as a Mobile Developer focusing on user interface development and API integration.
- Developed destination recommendation features utilizing trained machine learning models.
- Integrated the mobile application with Google Cloud services to ensure optimal operation.

## Souce Code

## Technologies Used


PROJECT 02

# Guardian Tap

Jatim Journey is a mobile application developed as part of the capstone project for Bangkit Academy 2024. This project aims to simplify travel planning for users, focusing particularly on local, lesser-known, yet attractive destinations in Indonesia. The application integrates mobile development, machine learning, and cloud computing technologies to provide a personalized and user-friendly service.

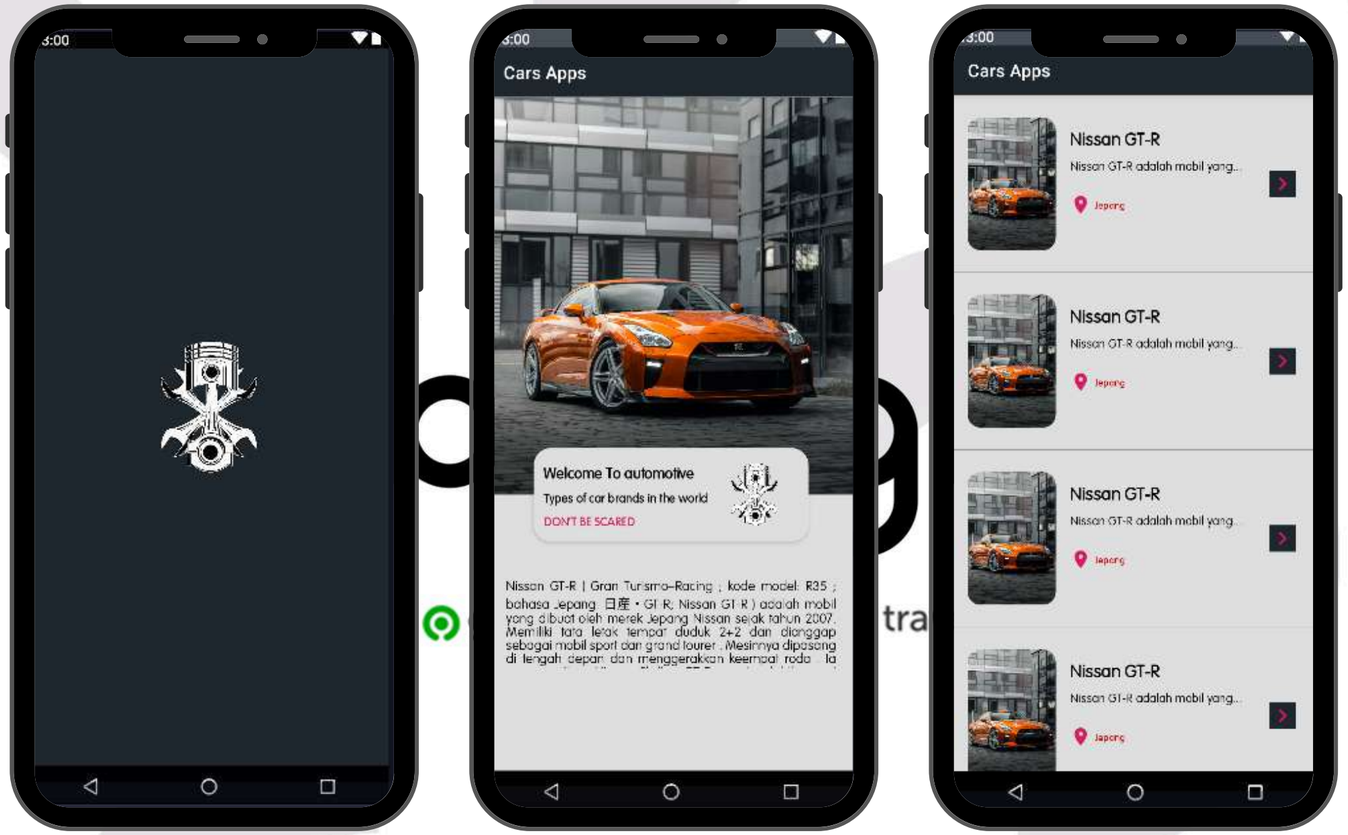
## Roles and Responsibilities

- Served as a Mobile Developer focusing on user interface development and API integration.
- Developed destination recommendation features utilizing trained machine learning models.
- Integrated the mobile application with Google Cloud services to ensure optimal operation.

## Souce Code

## Technologies Used

Figma




PROJECT 03

# Cars Apps

This project is a simple Android application developed to display a list of 10 sports cars along with their descriptions and origins using Android's RecyclerView. The main objective of this project is to enhance my Android Development skills while working on concepts such as Activities, RecyclerView, Intent, and UI design. The project also serves as an update for my Android Basic Programming Certification on Dicoding.

## Features Added:

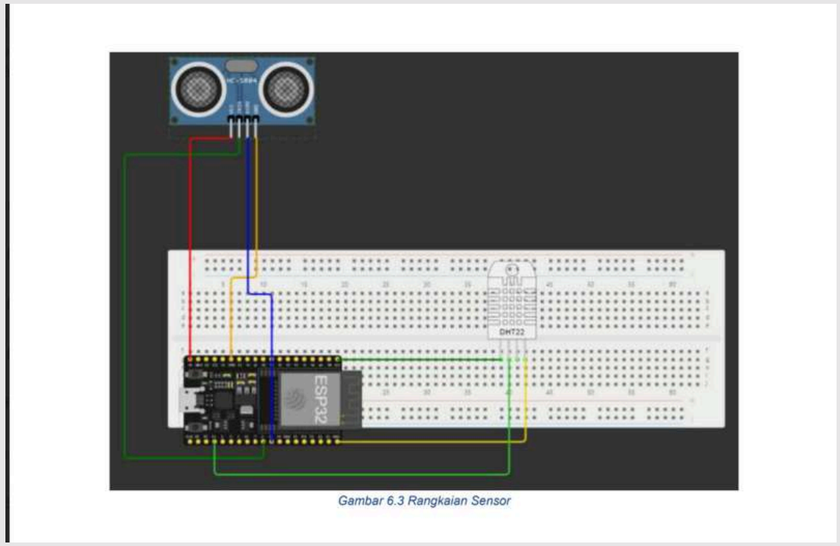
- Main Activity with List Display: Shows a list of 10 sports cars using RecyclerView, displaying each car’s name, description, and origin.
- Item Detail Activity: Displays additional details of a selected car with images and facts, implemented using Intent.
- About Activity: Includes personal information like my profile picture, name, and email.
- Splash Screen: A brief splash screen with the app’s logo shown when launched.
- Favorite Button: Allows users to mark and revisit favorite cars.
- Sharing Feature: Users can share their favorite car item via a Share Button, linking to the Genshin Impact character page.

## Souce Code

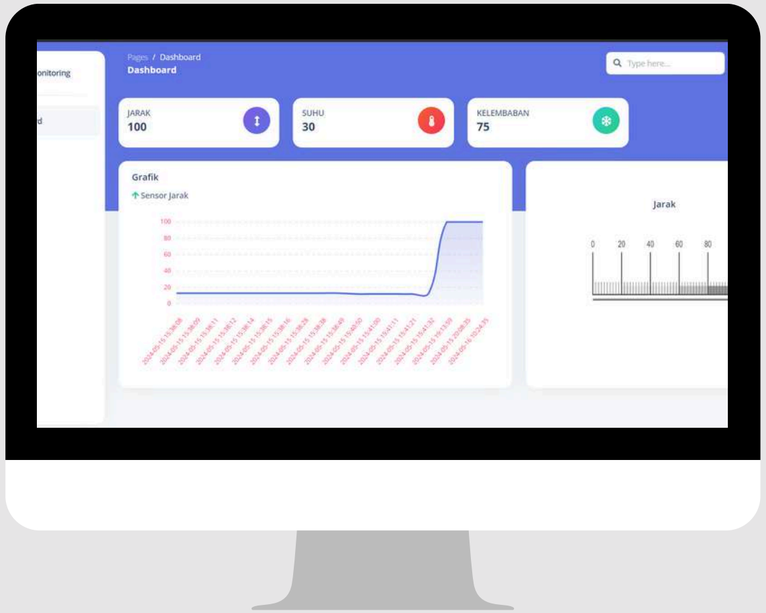
## Technologies Used

PROJECT 04

# Website Dashboard IoT Framework CI 3

Gambar 6.3 Rangkaian Sensor

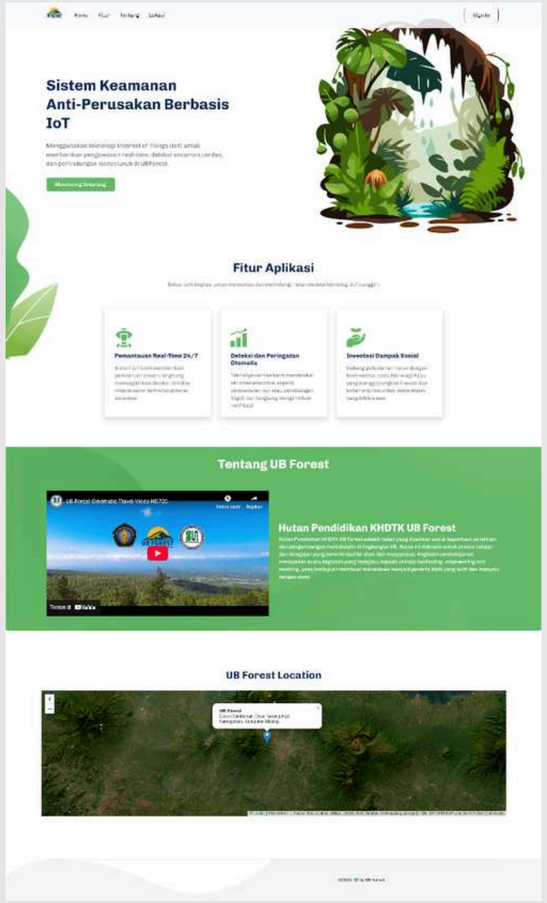


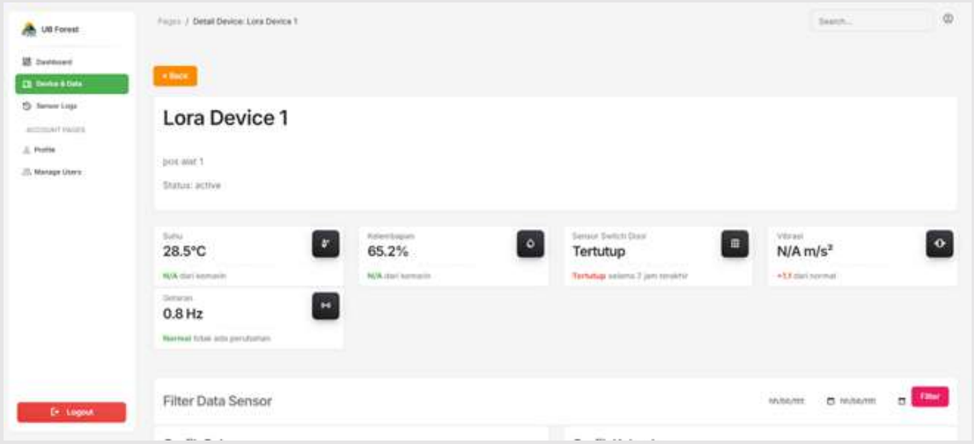

This project is an IoT Dashboard developed using the CodeIgniter 3 (CI3) framework, integrating ESP32 to enable real-time monitoring of environmental data. The dashboard collects data from the DHT22 Humidity Sensor and the Ultrasonic Sensor, providing remote access to measurements of humidity and distance. The ESP32 microcontroller acts as the central device, transmitting data from the sensors via Wi-Fi to the web dashboard, allowing users to monitor the data remotely. The DHT22 sensor measures humidity levels in the environment, while the Ultrasonic Sensor measures the distance to objects, useful for applications such as object detection and proximity sensing. The dashboard updates dynamically, displaying real-time values of humidity and distance, with a clean and user-friendly interface designed for ease of interaction. The dashboard is fully responsive, ensuring compatibility with both mobile and desktop devices, enabling users to monitor their IoT devices from anywhere with internet access.

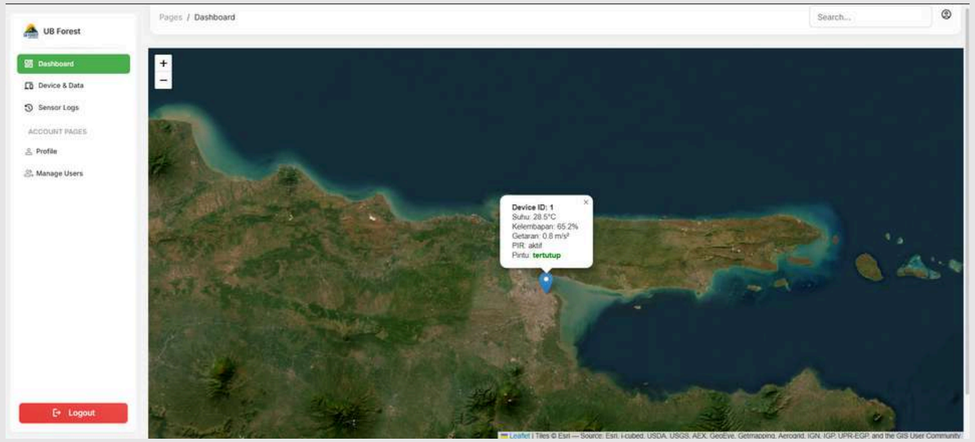
## Souce Code

PROJECT 05

# Sistem monitoring keamanan di Ub Forest



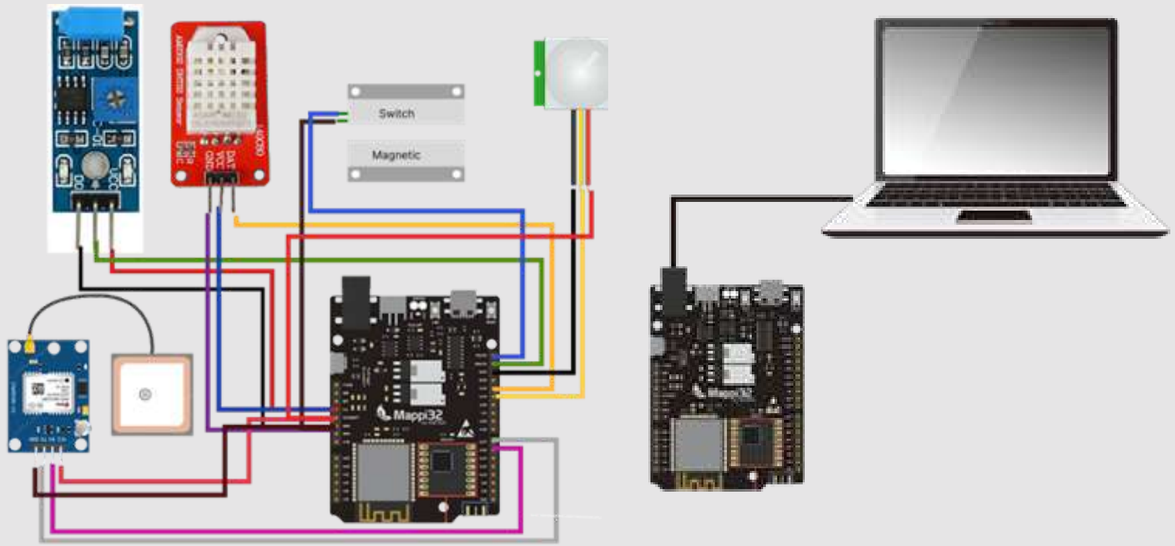



# Sistem monitoring keamanan di Ub Forest

PROJECT 05

## Skema Hardware




This project aims to develop an IoT-based security monitoring system at UB Forest, Universitas Brawijaya, to protect surveillance infrastructure such as cameras, solar panels, and communication devices from damage or theft. The system uses LoRaWAN for long-range communication and PHP Laravel to display sensor data in real-time. Various sensors are used, including a PIR sensor for motion detection, DHT22 for measuring temperature and humidity, SW-420 for detecting vibrations, GPS Ublox Neo-6M for determining device location, and a Switch Door for monitoring door access. This system is expected to improve operational efficiency, accelerate damage detection, and reduce dependence on physical inspections, thereby ensuring device security and supporting the sustainability of conservation efforts at UB Forest.

### Souce Code

### Technologies Used

PROJECT 06

# Aplikasi Pengelolaan Hutan Berbasis IoT untuk UB Forest



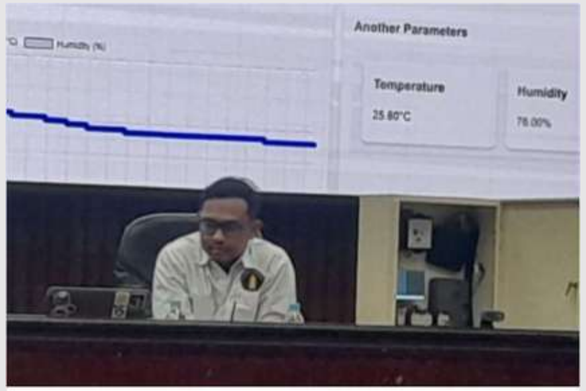
# Aplikasi Pengelolaan Hutan Berbasis IoT untuk UB Forest

PROJECT 06


**UB Forest Gunakan Teknologi IoT, Bisa Deteksi Hewan Langka**

Universitas Brawijaya dalam pengelolaan UB Forest kini telah memanfaatkan teknologi Internot of Thing (IoT) yang dirancang oleh

ketik.media / Dec 11, 2024




**Universitas Brawijaya manfaatkan AI dan IoT untuk pengelolaan hutan**

Universitas Brawijaya (UB) memanfaatkan teknologi kecerdasan buatan (AI) dan Internet of Things (IoT) dalam meningkatkan efektivitas pengelolaan hutan yang ...

ANTARA News Jawa Timur / Dec 11, 2024


**Universitas Brawijaya Perkenalkan Alat Pengawasan Hutan Berbasis AI dan IoT**

Integrasi AI dan IoT menggunakan teknologi You Only Look Once (YOLO) untuk mendeteksi objek dengan cepat.

Bisnis.com / Dec 12, 2024

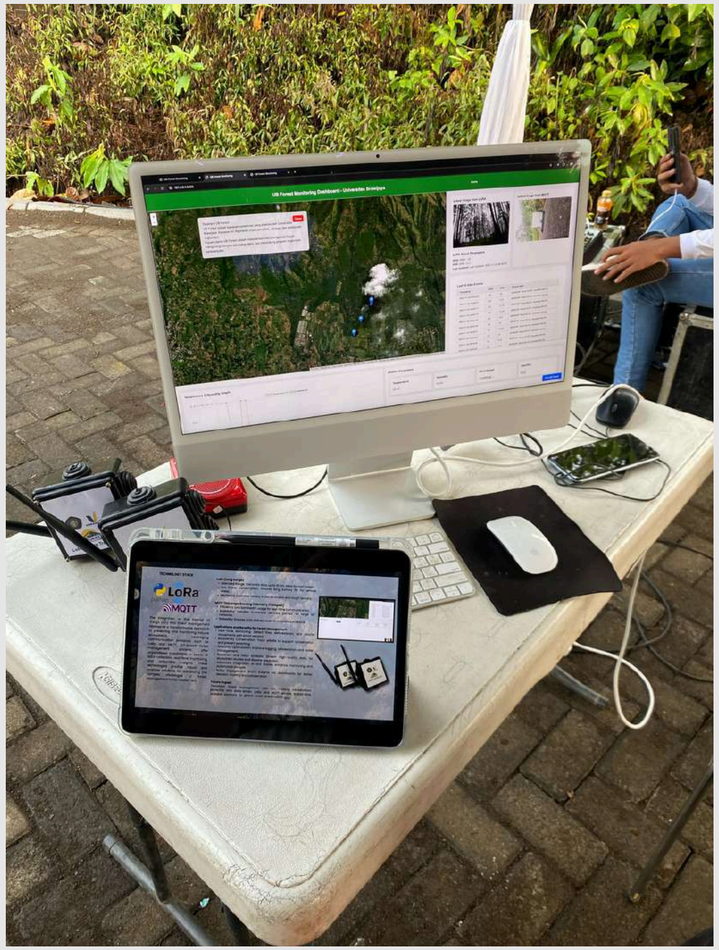
**Dosen Brawijaya Ciptakan Alat Pengelolaan Hutan Berbasis AI, Mampu Mitigasi Kebakaran dan Banjir**

Dosen Universitas Brawijaya (UB) Malang, Jawa Timur menciptakan alat berbasis Internet of Thing (IoT) untuk pengelolaan hutan. Dosen Universitas Brawijaya (UB)... | Halaman 3

SINDOnews.com / Dec 22, 2024

# Aplikasi Pengelolaan Hutan Berbasis IoT untuk UB Forest

PROJECT 06




This project is a development of Internet of Things (IoT) and Artificial Intelligence (AI) technology applied in UB Forest, an educational forest owned by Brawijaya University. This system is designed to monitor biophysics, climate, wildlife, and detect forest and land fires in real time. In addition, this system is equipped with sensors that can detect the movement of rare animals, humans, and vehicles passing through certain areas.

One of the main challenges in forest management today is effective and efficient monitoring. The use of satellites to detect forest fires is often used, but has weaknesses in terms of information speed because the satellites are constantly moving. As a solution, this system uses the LoRa (Long Range) network which has a wide range, although data transfer is slightly slower than 3G or 4G networks. However, LoRa is very effective in remote areas such as forests, which are difficult to reach by internet signals.

## Technologies Used

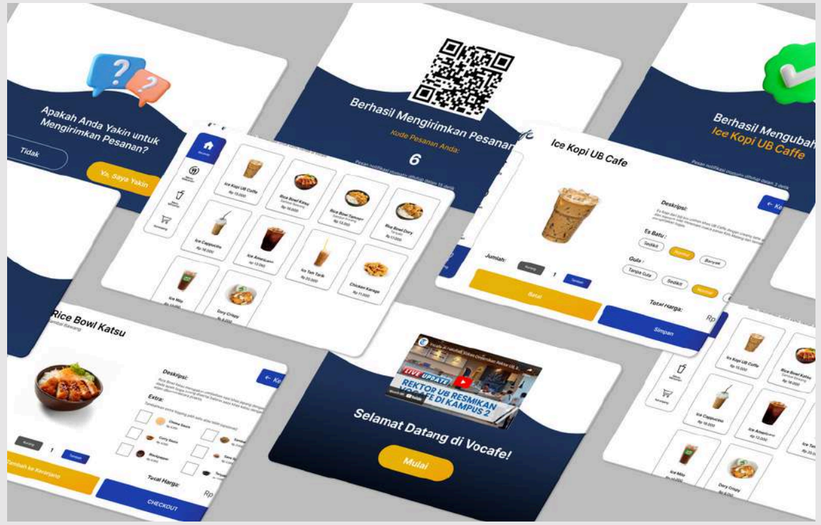
Flask
web development,
one drop at a time

OpenCV

LoRa®

PROJECT 06

# Sistem kontrol gestur interaktif untuk kiosk pemesanan mandiri menggunakan Leap Motion Controller





## Technologies Used

LEAP MOTION

NEXT.JS

Vercel

## Souce Code

# PROJECT 06

This research aims to design and develop a Self-Ordering Kiosk (SOK) using Leap Motion Controller (LMC) for touchless, interactive gesture control. The system is designed for restaurants and public kiosks, addressing the need for hygiene and safety in the post-COVID-19 era. By utilizing the Leap Motion Controller, the system allows users to interact with the kiosk interface through hand gestures, such as pointing, swiping, and selecting menu items, without touching the screen. This enhances user experience while minimizing contamination risks.

The project involves developing the interface using NextJS, integrated with Leap Motion for hand gesture detection. The system aims to provide a more intuitive and hygienic alternative to traditional touchscreens. Usability testing was conducted to evaluate the system’s effectiveness, focusing on user satisfaction, response time, and accuracy.

The test results show that the system improves user experience by reducing interaction time and providing a cleaner alternative. However, challenges remain, such as Leap Motion's responsiveness and the user's adaptation to gesture control. Overall, this system contributes positively to the development of touchless technology, offering a user-friendly solution for future applications in public spaces like restaurants.

# SERTIFIKAT MAGANG




**Link Sertifikat**

# SERTIFIKAT LOMBA

SERTIFIKAT PENGHARGAAN

Nomor: 27801/UN4.1/KP.06.08/2024

Diberikan kepada:

Septian Ghuslal Nur Na'Im (Ketua)
Callysta Mahelina Ta'Ek
Andreika Luna Alghivari

Atas partisipasinya sebagai Peserta pada ajang Olimpiade Vokasi Indonesia ke-IX Tahun 2024 Bidang Digital and Creative Technology, yang di selenggarakan oleh Forum Pendidikan Tinggi Vokasi Indonesia dan Fakultas Vokasi Universitas Hasanuddin.

Makassar, 19 Juli 2024

Dekan
Fakultas Vokasi
Universitas Hasanuddin

Prof. Dr. Ir. Muh. Restu., MP

Ketua
Pelaksana Kegiatan

Dr. Ir Agustina Abdullah, S.Pt., M.Si., IPM., ASEAN Eng.

SERTIFIKAT PENGHARGAAN

Nomor: 27801/UN4.1/KP.06.08/2024

Diberikan kepada:

**Septian Ghuslal Nur Na'im**

Sebagai

FINALIS

Pada ajang **Olimpiade Vokasi Indonesia IX Tahun 2024** Bidang *Digital and Creative Technology* yang diselenggarakan oleh Forum Pendidikan Tinggi Vokasi Indonesia dan Fakultas Vokasi Universitas Hasanuddin.

Makassar, 19 Juli 2024

Dekan
Fakultas Vokasi
Universitas Hasanuddin

Prof. Dr. Ir. Muh. Restu., MP

Ketua
Pelaksana Kegiatan

Dr. Ir Agustina Abdullah, S.Pt., M.Si., IPM., ASEAN Eng.

**Link Sertifikat**

# SERTIFIKAT SKILL



13443588

BADAN NASIONAL SERTIFIKASI PROFESI
INDONESIAN PROFESSIONAL CERTIFICATION AUTHORITY

SERTIFIKAT KOMPETENSI
CERTIFICATE OF COMPETENCE

No. 62090 2513 3 0123448 2025

Dengan ini menyatakan bahwa,
*This is to certify that,*

Septian Ghuslal Nur Naim

No. Reg. TIK 1565 08137 2025

Telah kompeten pada bidang:
*has been competence in the area of:*

Pengembangan Website
*Web Development*

Dengan Kualifikasi / Kompetensi:
*With Qualification / Competency:*

Junior Web Developer

sertifikat ini berlaku untuk: 3 (tiga) tahun
*this certificate is valid for: 3 (three) years*

Yogyakarta, 25 Januari 2025
Atas Nama Badan Nasional Sertifikasi Profesi
*On Behalf of Indonesian Professional Certification Authority*

Lembaga Sertifikasi Profesi Teknologi Digital
*Professional Certification Body Technology*

Ir. Gunawan Ramli, M.Kom.
(Direktur / Director)


CERTIFICATE OF ACHIEVEMENT

TRUST TRAINING PARTNERS

This Certificate accredits that

SEPTIAN GHUSLAL NUR NA'IM

on November 28, 2024

has successfully achieved all the requirements of the following professional competency training and assessment titled:

MICROSOFT OFFICE DESKTOP APPLICATION

as developed in accordance to the highest standard as prescribed by TRUST TRAINING PARTNERS.

TRUST TRAINING PARTNERS

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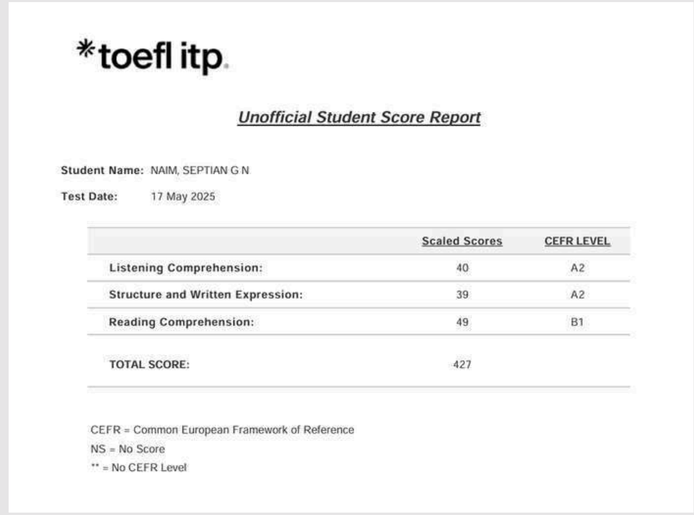
CHIEF INNOVATION OFFICER


toefl itp

*Unofficial Student Score Report*

**Student Name:** NAIM, SEPTIAN G N

**Test Date:** 17 May 2025

| | Scaled Scores | CEFR LEVEL |
|---|---|---|
| Listening Comprehension: | 40 | A2 |
| Structure and Written Expression: | 39 | A2 |
| Reading Comprehension: | 49 | B1 |
| TOTAL SCORE: | 427 | |

CEFR = Common European Framework of Reference
NS = No Score
** = No CEFR Level

## Link Sertifikat

# HAK CIPTA KARYA

REPUBLIK INDONESIA
KEMENTERIAN HUKUM DAN HAK ASASI MANUSIA

**SURAT PENCATATAN CIPTAAN**

Dalam rangka pelindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta, dengan ini menerangkan:

| | | |
|---|---|---|
| Nomor dan tanggal permohonan | : | EC00202474706, 31 Juli 2024 |
| **Pencipta** | | |
| Nama | : | **Rachmad Andri Atmoko, S.ST, M.T, Muhammad Izzuni Ni'am dkk** |
| Alamat | : | Dr. Bondowoso RT 04 RW 07 Sasanakaton , Sanan Kulon, Blitar, Jawa Timur, 66151 |
| Kewarganegaraan | : | Indonesia |
| **Pemegang Hak Cipta** | | |
| Nama | : | **Direktorat Inovasi dan Kawasan Sains dan Teknologi Universitas Brawijaya** |
| Alamat | : | Gedung Layanan Bersama Lantai 2, Ketawanggede , Lowokwaru, Malang, Jawa Timur 65145 |
| Kewarganegaraan | : | Indonesia |
| Jenis Ciptaan | : | **Buku** |
| Judul Ciptaan | : | **MEMBANGUN WEB IOT DASHBOARD MENGGUNAKAN FRAMEWORK CODEIGNITER** |
| Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia | : | 24 Mei 2024, di Malang |
| Jangka waktu pelindungan | : | Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman. |
| Nomor pencatatan | : | 000650143 |

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
Surat Pencatatan Hak Cipta atau produk Hak terkait ini sesuai dengan Pasal 72 Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta.

a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL
u.b.
Direktur Hak Cipta dan Desain Industri

IGNATIUS M.T. SILALAHI
NIP. 196812301996031001

Disclaimer:
Dalam hal pemohon memberikan keterangan tidak sesuai dengan surat pernyataan, Menteri berwenang untuk mencabut surat pencatatan permohonan.

REPUBLIK INDONESIA
KEMENTERIAN HUKUM DAN HAK ASASI MANUSIA

**SURAT PENCATATAN CIPTAAN**

Dalam rangka pelindungan ciptaan di bidang ilmu pengetahuan, seni dan sastra berdasarkan Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta, dengan ini menerangkan:

| | | |
|---|---|---|
| Nomor dan tanggal permohonan | : | EC00202485431, 21 Agustus 2024 |
| **Pencipta** | | |
| Nama | : | **Ir. I Dewa Made Widia, MT, Muhammad Izzuni Ni'am, S.Kom, M.Eng dkk** |
| Alamat | : | Jl. Kejaksan Dalam 39, RT 002 / RW 001, Kejaksan Blimbing , Blimbing, Malang, Jawa Timur, 65121. |
| Kewarganegaraan | : | Indonesia |
| **Pemegang Hak Cipta** | | |
| Nama | : | **Direktorat Inovasi dan Kawasan Sains dan Teknologi Universitas Brawijaya** |
| Alamat | : | Gedung Layanan Bersama Lantai 2, Ketawanggede , Lowokwaru, Malang, Jawa Timur 65145 |
| Kewarganegaraan | : | Indonesia |
| Jenis Ciptaan | : | **Program Komputer** |
| Judul Ciptaan | : | **Sistem Penerusan Menu Makanan Digital Dengan Interaksi Hand Gesture** |
| Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia | : | 4 Juni 2024, di Malang |
| Jangka waktu pelindungan | : | Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman. |
| Nomor pencatatan | : | 000661747 |

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
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a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL
u.b.
Direktur Hak Cipta dan Desain Industri

IGNATIUS M.T. SILALAHI
NIP. 196812301996031001

Disclaimer:
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**SURAT PENCATATAN CIPTAAN**

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| | | |
|---|---|---|
| Nomor dan tanggal permohonan | : | EC00202416448, 23 Oktober 2024 |
| **Pencipta** | | |
| Nama | : | **Rachmad Andri Atmoko, S.ST., M.T., Rifqi Rahmat Hidayatullah, S.Hut., M.Si. dkk** |
| Alamat | : | Dr. Bondowoso RT 04 RW 07, Kel.Sanan Kulon, Sanan Kulon, Blitar, Jawa Timur, 66151 |
| Kewarganegaraan | : | Indonesia |
| **Pemegang Hak Cipta** | | |
| Nama | : | **Direktorat Inovasi dan Kawasan Sains dan Teknologi Universitas Brawijaya** |
| Alamat | : | Gedung Layanan Bersama Lantai 2, Ketawanggede, Lowokwaru, Malang, Jawa Timur 65145 |
| Kewarganegaraan | : | Indonesia |
| Jenis Ciptaan | : | **Program Komputer** |
| Judul Ciptaan | : | **Sistem Keamanan Anti-Perusakan Pada Perangkat Pengawasan Di UH Forest** |
| Tanggal dan tempat diumumkan untuk pertama kali di wilayah Indonesia atau di luar wilayah Indonesia | : | 14 Oktober 2024, di Malang |
| Jangka waktu pelindungan | : | Berlaku selama 50 (lima puluh) tahun sejak Ciptaan tersebut pertama kali dilakukan Pengumuman. |
| Nomor pencatatan | : | 000782880 |

adalah benar berdasarkan keterangan yang diberikan oleh Pemohon.
Surat Pencatatan Hak Cipta atau produk Hak terkait ini sesuai dengan Pasal 72 Undang-Undang Nomor 28 Tahun 2014 tentang Hak Cipta.

a.n. MENTERI HUKUM DAN HAK ASASI MANUSIA
DIREKTUR JENDERAL KEKAYAAN INTELEKTUAL
u.b.
Direktur Hak Cipta dan Desain Industri

IGNATIUS M.T. SILALAHI
NIP. 196812301996031001

Disclaimer:
Dalam hal pemohon memberikan keterangan tidak sesuai dengan surat pernyataan, Menteri berwenang untuk mencabut surat pencatatan permohonan.

**Link Sertifikat**

# ALL SERTIFIKAT





**Link Sertifikat**

# Let's Work Together


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