

Mohammad Bayu Rizki

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SUMMARY

Fifth-semester Information Systems student with a strong passion for web development and artificial intelligence. Frequently entrusted as a front-end developer in academic projects, leveraging skills in UI/UX design using Figma and other visual tools. Proficient in using Visual Studio Code, Microsoft Office, MySQL, SQL Server, Postman, Docker, Git, and GitHub. Actively participated in training programs and collaborative academic projects to strengthen programming proficiency, problem-solving capability, and teamwork. Demonstrated ability to conceptualize, develop, and troubleshoot user-focused web applications. Highly interested in front-end development, user experience design, artificial intelligence integration, and agile-based web project implementation.

EDUCATION

UPN "Veteran" Jawa Timur (2023 - Present) – *Bachelor of Information Systems*

- GPA: 3.80 out of 4.00.
- Actively involved in academic projects and technical skill enhancement programs focusing on web and software development.
- Relevant coursework: Java Programming Fundamentals, Database Systems, Web Programming, Network Design Management, Logic and Algorithms, Human-Computer Interaction, Mobile Programming, Desktop Programming, E-Business.

ACADEMIC & TRAINING PROJECT EXPERIENCE

HarvestFarm – Front-End Developer (Mobile Application)

Surabaya, Jawa Timur

Mobile Programming – UPN "Veteran" Jawa Timur

Mar 2025 – Jun 2025

- Engineered front-end mobile interfaces using Android Studio (Java/XML) to support a digital agriculture marketplace bridging farmers and end-consumers.
- Designed and structured the entire user interface with intuitive user flows and responsive layouts to ensure smooth navigation and user satisfaction.
- Collaborated with team members to implement real-time features such as product listing, search functionality, cart management, and secure checkout flow.
- Optimized UI performance and integrated Firebase as the backend for authentication, database, and data synchronization.
- Project duration: 4 months | [View Project](#)

HarvestFarm – Front-End Developer (Web E-commerce)

Surabaya, Jawa Timur

Web Programming – UPN "Veteran" Jawa Timur

Mar 2025 – Jun 2025

- Designed and developed a responsive web-based agriculture marketplace using TALL Stack (Tailwind CSS, Alpine.js, Laravel, Livewire).
- Transformed UI/UX mockups into dynamic pages with Livewire, enhancing real-time user interaction and reducing page reloads by 40%.
- Applied Tailwind CSS to streamline styling workflow and maintain design consistency across all responsive breakpoints.
- Collaborated in an agile team environment to build features such as user registration, product listing, cart, and transaction history.
- Successfully showcased and demoed the application during the Final Presentation Week, receiving positive feedback for its clean interface and seamless user flow.
- Project duration: 4 months | [View Website](#)

HarvestFarm – UI/UX Designer (Mobile Version)

Surabaya, Jawa Timur

E-Business – UPN "Veteran" Jawa Timur

Mar 2025 – Jun 2025

- Crafted intuitive mobile UI/UX flows based on validated user pain points such as unfair pricing, market

access limitations, and funding barriers faced by local farmers.

- Designed wireframes and high-fidelity mockups using Figma to deliver a seamless user journey for both farmers and consumers, supporting features like direct transactions, real-time pricing, and micro-loan access.
- Enhanced digital inclusivity by integrating educational content and simplified navigation tailored for users with limited tech experience.
- Contributed to a scalable e-commerce solution aligned with SDG goals, directly addressing issues in agricultural distribution and economic empowerment.
- Project duration: 3 months | [View Website](#)

Hacktiv8 x Samsung Indonesia

Jakarta Selatan, DKI Jakarta

Samsung Innovation Campus (SIC) Batch 6– Bootcamp

Jan 2025 – May 2025

- Successfully passed Stage 1 & 2 selection among 10,000+ registrants, completing modules in coding, IoT simulation, and Python-based AI integration
- Developed a low-fidelity software prototype integrating Streamlit dashboard with AI-generated insights and real-time IoT data
- Participated in mentoring sessions and coding challenges focused on problem-solving and creative tech solutioning
- Project duration: 6 months | [View Project](#)

Safetion – UI/UX Designer

Surabaya, Jawa Timur

Human-Computer Interaction Project – UPN “Veteran” Jawa Timur

Sept 2024 – Nov 2024

- Designed and prototyped a mobile workplace safety app using Figma, focusing on user-friendly navigation and clean visual hierarchy.
- Streamlined user journey flow and created interactive wireframes and high-fidelity screens, aligning with design thinking methodology.
- Final design was submitted to the UNIKOM Fest UI/UX Competition, representing the university in a national-scale event.
- Strengthened design consistency and accessibility standards, resulting in improved user task flow clarity and reduced interface friction.
- Project duration: 3 months | [View prototype](#)

Personal Web Profile – (Front-End Fundamental Project)

Bekasi, Jawa Barat

Bootcamp Project – CodingStudio Front-End Program (Online)

Jan 2024 – may 2024

- Developed a responsive and interactive personal website using HTML, CSS, and JavaScript as part of the front-end fundamentals program.
- Customized design components to reflect a clean, modern layout with accessible navigation and mobile responsiveness.
- Enhanced user engagement by integrating animation and scroll-triggered interactions using vanilla JavaScript.
- Successfully completed and deployed the project as a milestone submission for portfolio building and peer review.
- Project improved understanding of web structure, styling hierarchy, and responsive design best practices.
- Project duration: 2 months | [View Website](#)

ORGANIZATION EXPERIENCE

Google Developer Group On Campus (GDGOC)

Surabaya, Jawa Timur

Member – Front-End & Web Development – Institut Teknologi Sepuluh Nopember

Jan 2025 – May 2025

- Actively participated in technical workshops, coding bootcamps, and collaborative seminars focused on web and front-end development.
- Collaborated with members from various universities to build real-world tech solutions through intercampus project teams.

- Enhanced problem-solving mindset and communication skills through peer-led discussions, mentoring sessions, and code reviews.
- Gained hands-on experience with industry-relevant tools and frameworks while expanding professional network across national tech communities.

Assistant Lab Multimedia – SMKN 1 Dlanggu

Mojokerto, Jawa Timur

Team Leader – Designer graphic & Technical Coordination

Jan 2022 – Dec 2023

- Directed a creative team to deliver graphic and motion design projects supporting school events and documentation.
- Produced 10 motion graphic videos themed on Pancasila within 3 months, which were officially accepted and appreciated by the Ministry's Pusdatin division.
- Enhanced problem-solving mindset and communication skills through peer-led discussions, mentoring sessions, and code reviews.
- Designed promotional and educational content used in various school programs, increasing student engagement and visibility.
- Cultivated leadership, visual communication, and coordination skills while strengthening teamwork and creative problem-solving.

ADDITIONAL INFORMATION

Skills: HTML, CSS, JavaScript, Tailwind CSS, Alpine.js (Basic), Laravel, Livewire, React (Basic), Figma, MySQL, Firebase, Git, GitHub, Postman, Visual Studio Code, Docker, Problem Solving, Team Collaboration, Critical Thinking, Communication, Leadership.

Interest: Front-End Development, User Interface Design, Web & Mobile Application Development, Artificial Intelligence Integration, Agile Web Project Implementation.

Certificate: BNSP Certification – Desainer Multimedia Madya.

Language: Indonesian (Advanced) and English (Proficient).