Farhan Raditya Aji

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LinkedIn

PROFILE SUMMARY

I am an active student in the Informatics Engineering program at Institut Teknologi Bandung (ITB), class of 2022, currently in my fifth semester. I have a deep interest in software and mobile development and continually strive to enhance my skills in these areas through various academic and non-academic activities. Besides actively participating in technology competitions, I am also involved in several organizations and communities that support my career development and expertise.

EDUCATION

BANDUNG INSTITUTE OF TECHNOLOGY   Bandung, West Java

Informatics Engineering   July 2022 - Present

- GPA 3.2
- Relevant completed courses: Programming Fundamentals, Algorithm and Data Structures, Computer Architecture and Organization, Computational Logic, Object Oriented Programming, Operating System, Database, Algorithm Strategy, and Software Engineer.

SMAN 3 Yogyakarta   Yogyakarta, Special Region of Yogyakarta

Science   July 2019 - July 2022

EXPERIENCE

Himpunan Informatika ITB   Bandung, West Java

Staff of Career Development Division   July 2024 – Present

Key Achievements

- Designed career mentoring programs with alumni to facilitate career development for ITB Informatics students.
- Coordinated with alumni speakers to deliver career development insights for students.
- Work using spreadsheets as a tool for data collection and monitoring

UKM GIM (Ganesha Interactive Media)   Bandung, West Java

Member   Feb 2023 – Present

Key Achievements

- Developed simple games using Unity engine.
- Participated in game development workshops and seminars.

- Collaborated with peers on game design projects for learning and experience-building.

Wisokto HMIF 2023   Bandung, West Java

Field Division Staff   Sept 2023 – Oct 2023

Key Achievements

- Successfully managed the graduate parade to ensure it ran smoothly and on schedule.
- Learned to organize and manage large crowds during university events.

Google Developer Student Club ITB   Bandung, West Java

Member in Mobile Development Path   Jan 2023 - Nov 2023

Key Achievements

- Gained proficiency in data structures, algorithms, and Object-Oriented Programming (OOP).
- Learned Kotlin programming language.

TPB Cup Futsal 2022   Bandung, West Java

Human Resources Division (MSDM)   Des 2022 – Feb 2023

Key Achievements

- Ensured each division fulfilled its duties effectively for the event's success.
- Verified committee attendance to ensure quorum during key meetings.
- Assisted in conflict resolution and team coordination among committee members.

PROJECTS

Here are my personal and school projects:

1. Ergo Mobile, a mobile application to help users manage task lists for various projects. It allows users to create, organize, and track tasks, set deadlines, add notes, and prioritize tasks based on urgency.
   Technologies: Dart, Flutter
   GitHub: https://github.com/sibobbbbbb/ergo_mobile

2. Notes App, a simple mobile app for creating, viewing, editing, and deleting notes. It integrates Firebase Authentication for Google sign-in and uses Hive as a local database.
   Technologies: Dart, Flutter, Firebase, Hive
   GitHub: https://github.com/sibobbbbbb/notes_app

3. Dot Connect Game, a puzzle game where players connect dots on a grid. Features manual and bot-assisted modes for different difficulty levels.
   Technologies: Node.js, React.js, Tailwind CSS, MongoDB
   GitHub: https://github.com/sibobbbbbb/Dot-Connect-Game

4. Password Game, an interactive web application where players create passwords that must meet 20 specific rules. Scores are calculated based on whether the player wins or loses.
   Technologies: Node.js, React.js, Tailwind CSS, SQLite, Docker

GitHub: https://github.com/sibobbbbbb/Password_Game

5. Ergo Desktop, a desktop application designed to help users manage to-do lists for various projects, allowing users to track tasks, set deadlines, and organize priorities.

   Technologies: Python, PyQt

   GitHub: https://github.com/sibobbbbbb/IF2250-2024-K03-G04-Ergo

6. Interactive Farm Simulation Game, a farm simulation game where players plant crops and raise animals. The game allows players to use special items to affect their crops and animals.

   Technologies: Java, JavaFX

   GitHub: https://github.com/sibobbbbbb/Tubes3_ResmiTamatStima

7. WikiPaddy, a platform that uses advanced graph traversal algorithms (BFS and IDS) to find the shortest path between Wikipedia articles. Users can input start and end articles and watch the search progress in real-time.

   Technologies: Golang, React, Next.js

   GitHub: https://github.com/sibobbbbbb/Tubes2_WikiPaddy

8. Biometric-Based Individual Detection System, an application using KMP and Boyer-Moore algorithms to match fingerprints by converting fingerprint images into strings for comparison.

   Technologies: C#, SQLite

   GitHub: https://github.com/sibobbbbbb/Tubes3_ResmiTamatStima

SKILLS

Technical(s): Git**,** Figma**,** HTML, CSS, Javascript, C++, Python, ReactJS, NodeJS, TailwindCSS, Dart, Flutter, familiar with Docker, Kotlin,C#, and Golang.

Language(s): Indonesia (native).