

# Muhammad Rafi Nazir Pratama

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## ABOUT

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Aspiring Software Engineer and undergraduate Computer Science student at the University of Indonesia with a strong foundation in full-stack development and data analysis. Passionate about leveraging technology to solve real-world problems and build impactful digital experiences. Proven ability to contribute to award-winning projects and collaborate effectively in diverse teams.

## EDUCATION

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**Universitas Indonesia**  
S.Kom in Computer Science

*Expected Graduation, May 2028*

## SKILLS

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- **Programming:** Python, JavaScript, TypeScript, SQL, HTML/CSS, GDScript, Rust, MIPS Assembly
- **Frameworks & Libraries:** React.js, Node.js, Express.js
- **Databases:** PostgreSQL
- **Tools & Platforms:** Git, GitHub, Godot Engine, Gemini API, VS Code
- **Languages:** English (Fluent), Indonesian (Native)
- **Soft Skills:** Critical Thinking, Problem-Solving, Teamwork & Collaboration, Communication, Public Speaking, Adaptability, Leadership

## PROJECTS

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### Career Path Compass Hub

*April 2025*

*Winner of Best Tech Implementation and Best UI/UX Design*  
*Team Lead*

- Led a team of 3 to design, develop, and deploy a full-stack web application assisting students in tech career path selection
- Architected the application, developed core features including user authentication and personalized career suggestion algorithms, and integrated the Gemini API for enhanced recommendation capabilities
- **Tech Stack:** React, TypeScript, Node.js, Express.js, PostgreSQL, Gemini API

### Video Game Sales and Review Analysis

*April 2025*

- Performed in-depth analysis of a dataset covering ~400 top video game titles (1977-present) using advanced SQL techniques
- Authored complex SQL queries involving joins, aggregations, and window functions to extract insights on sales trends, critic/user review correlations, and genre performance
- Identified key industry trends, including best-selling genres, top-rated years, and periods of high critical acclaim ("golden ages")

### RPG Knight Game

*Dec 2024*

- Independently designed and developed a 2D RPG game using the Godot Engine and GDScript
- Implemented core game mechanics, including player movement, a hack and slash combat system, and an inventory management system
- **Tech Stack:** Godot Engine, GDScript

## EXPERIENCES

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### Google Developer Group On Campus UI

Member

*Dec 2024 - Present*

- Led a team of 3 to victory in the GDG On Campus UI Hackathon, securing "Best Tech Implementation" and "Best UI/UX Design" awards.
- Architected and developed REST API for the "Career Path Compass Hub" project using React, Node.js, Express, and PostgreSQL
- Actively participate in workshops and tech talks, focusing on emerging web technologies and cloud computing

## **OpenHouse Fasilkom**

*Aug 2024 - Sept 2024*

### **Business Development Team**

- Contributed to fundraising initiatives for OpenHouse Fasilkom through strategic merchandise sales and vendor relations
- Successfully identified and liaised with merchandise vendors, ensuring cost-effectiveness

## **Scouts**

*Aug 2021 - Sept 2023*

### **Core Team**

- Selected as a representative for the Indonesia Contingent at the World Scout Jamboree Korea 2023, demonstrating leadership and adaptability
- Actively participated in initiatives that enhanced the school scouts' program visibility and engagement

## **SkyAvenue**

*Jan 2023 - Aug 2023*

### **Funding Committee**

- Collaborated within a 40-member committee on daily sales of merchandise, food, and beverages, contributing to SkyAvenue achieving a net profit of IDR 130 million within six months
- Managed financial record-keeping, including daily income/expense tracking and preparation of transparent financial reports

## **SkyliteMusicals**

*Jan 2023 - Aug 2023*

### **Funding Committee**

- Contribute with other committee members to market and sell merchandise, beverages, foods on a daily basis for external funds
- Sourced and negotiated with vendors for consumables and merchandise, optimizing for cost and quality

## **COURSES**

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### **DataCamp**

#### **Joining Data in SQL**

*April 2025*

- Learn how to work with multiple tables in SQL by navigating and extracting data from various tables within a SQL database using various join types, including inner joins, outer joins, and cross joins

#### **Intermediate SQL**

*April 2025*

- Uses a films database to teach how to navigate and extract insights from the data using SQL
- Discover techniques for filtering and comparing data, working with aggregate functions, and practices for presenting data and queries neatly

#### **Introduction to SQL**

*April 2025*

- Covering data organization, tables, and best practices for database construction

### **Coursera**

#### **Fundamentals of Quantitative Modeling**

*October 2024*

- Learn the key ideas and process of quantitative modeling, practice by creating a simple quantitative model