Sony Adi Adriko, Web & Android Developer

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LINKS	sonyadiadriko.vercel.app, github.com/sonyadriko, linkedin.com/in/Sonyadiadriko

PROFILE	My name is Sony Adi Adriko, from Surabaya, Indonesia. I graduated with a degree in Information Systems and have a deep passion for technology. I am particularly enthusiastic about learning and developing skills in web and Android development. With a solid educational background and a strong desire for continuous learning, I am committed to making meaningful contributions to every project I undertake.

I always look for new challenges and opportunities to grow as a programmer. I plan to continue learning and developing my skills as a programmer in the future, and I'm interested in exploring new technologies and industries. I am open to new opportunities and would love to connect with others in the tech industry who share my passion for programming. |

EMPLOYMENT HISTORY

Oct 2021 – Feb 2023	Research Laboratory Manager, Information Systems Lab	Surabaya
	Forming and researching a product for innovation from an information system laboratory to support more effective and efficient learning. Practical Teaching Assistant for database, web development and network management design Practice	

Sep 2021 – Dec 2021	Internship Full-stack Developer, PT Quantum Leap	Surabaya
	During my internship, I have worked on several projects focusing on web and mobile application development. Here are some significant projects I have completed:

Human Resource Plus (Website): Developed a comprehensive human resource management platform using Laravel Framework and PostgreSQL.
Project Asset Management (Website): Designed and implemented an asset management application utilizing Laravel Framework with PostgreSQL integration.
Sulinda Apps (Android): Developed an Android application to streamline company operations. Implemented using Java with API. | |

Sep 2017 – Nov 2017	Internship Game Developer, Re:Tale Game Studio	Surabaya
	• Created concept art for a game that accurately captured the tone and mood of the project
• Managed the flow of the game and kept track of the score and game clock
• Utilized scripting to enable game logic and player interaction, allowing for dynamic game play	

- Created storyboards and animatics that helped bring the game's narrative to life

Education	**Information Systems, Institut Teknologi Adhi Tama Surabaya**
	Cumulative GPA: 3,75 out of 4,0

EXTRA-CURRICULAR ACTIVITIES

November 18, 2023   **Volunteer at DevFest Cloud Surabaya 2023**   Surabaya

- Participated in a technology event organized by Google Developer Groups - GDG Cloud Surabaya.
- Served as logistics staff, assisting with equipment and materials management.
- Helped with managing participant registrations, and ensuring all necessary equipment was available and operational.
- Developed skills in event management, logistics coordination, communication, and teamwork.

August 12, 2023   **Volunteer at Google I/O Extended Cloud Surabaya 2023**   Surabaya

- Participated in a technology event organized by Google Developer Groups - GDG Cloud Surabaya.
- Served as a floor man, assisting with the overall event management.
- Assisted with organizing speaker schedules, managing participant registrations, and providing technical support.
- Developed skills in event management, communication, and teamwork.

Feb 2021 – Dec 2022   **Research and Development, Mahasiswa Technology (Ma-Tech)**   Surabaya

- Conducted research for upcoming events, including scheduling activities, finding speakers, and collaborating with scientific institutions.
- Successfully organized events with various web development communities, which is a very proud achievement and strengthens the spirit to continue contributing to the development of interests and skills.
- Developed potential skills and hard skills that serve as a foundation for individuals to develop their talents and interests.