Muhammad Rizki Pratama

rizkim.rizkipratama@gmail.com | +6289507140182 | Rawa lele, Kalideres, Jakarta Barat, Jakarta, Indonesia

Muhammad Rizki Pratama adalah seorang Fresh Graduate dari Universitas Bina Nusantara. Saya juga memiliki keterampilan Organisasi, IT dan Skill teknis. Dan sekarang sedang mencari pekerjaan untuk mempelajari hal baru.

PENGALAMAN KERJA

Pengawas Pekerja Lapangan, PT. Gitalaras   Maret 2023 – Maret 2024
- Mengawasi berjalan nya proyek pembangunan
- Menyediakan peralatan penunjang proyek
- Membantu pekerja dalam berjalan nya proyek

Front end developer, Universitas Bina Nusantara   Februari 2022 – Februari 2023
- Membuat Interface atau tampilan untuk web sehingga bisa digunakan oleh user

Owner UMKM Custom Livery, Yamaap Design   Januari 2019 – Sekarang
- Membuat Custom decal untuk kendaraan dari proses design sampai pengiriman atau pengaplikasian

Admin Staff, PT. Buana Sukses Pratama   Maret 2016 – Mei 2016
- Menginput data penjualan handphone dalam sebulan
- Membuat faktur pengiriman barang

Freelance Teknisi Hardware   2019 - Sekarang
- Memperbaiki perangkat keras mulai dari console playstation, nintendo sampai pc & laptop

Freelance Teknisi Jaringan PT. Eradi Tekhnologi Digital   Februari 2024 - Sekarang
- Problem Solving setiap permasalahan jaringan retail Alfamart dan Indomaret

PENDIDIKAN

S1 Teknik Informatika, Universitas Bina Nusantara   Agustus 2018 – November 2023
- IPK: 2,50

SMK TKJ, SEKOLAH INSAN CITA   September 2015 – Juli 2018
- Nilai Akhir: 70,45

PENGALAMAN ORGANISASI

Facility Manager, Nippon Club Bina Nusantara   November 2018 – Agustus 2020
- Mengurus dan merawat Sekretariat Nippon Club
- Membuat jadwal jaga sekretariat
- Memfasilitasi kegiatan yang diadakan di sekretariat
- Mengurus peralatan dan perlengkapan sekretariat
- Membersihkan lingkungan di dalam dan disekitar secretariat

Event Volunteer, Nippon Club Bina Nusantara   November 2018 – Agustus 2020
- Membantu pengurus Nippon Club di event sebagai panitia
- Membantu menjual merchandise Nippon Club saat event bazar

PENGHARGAAN

- **JLPT N5**   2022
  Lulus Ujian JLPT N5 dengan Score 107/180

KETERAMPILAN

Soft skill:
- Kemampuan manajemen waktu
- Kemampuan berorganisasi
- Komunikasi
- Kemampuan belajar
- Kemampuan analisis
- Adaptif

Hard skill

Technical skills
- Elektronika
- Instalasi jaringan LAN & Wifi
- Instalasi CCTV

Software Skills
- MS Office (Word, Excel & Power Point)
- Arduino
- Figma
- Adobe Animate
- Unity
- Axure RP
- Corel Draw
- C++
- Linux Debian

Portofolio

Personal Website
https://suzukanakamoto.github.io/rizkipratama/

Muhammad Rizki Pratama
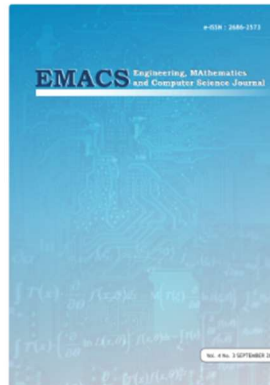
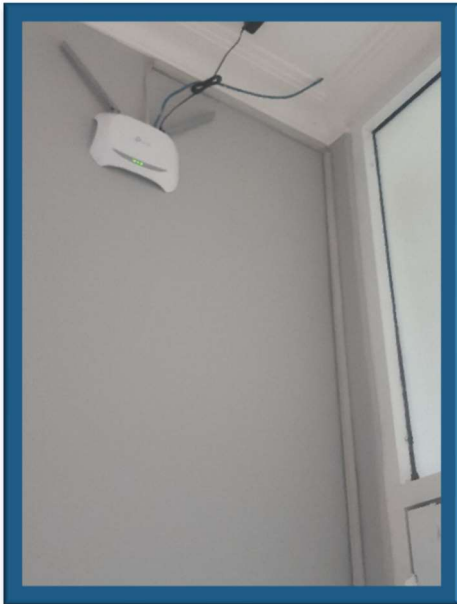Membuat Jurnal Internasional dengan Judul
"Designing IoT-Based Smarthome System With Chatbot"

Service Console game Playstation,
Nintendo dan smartphone
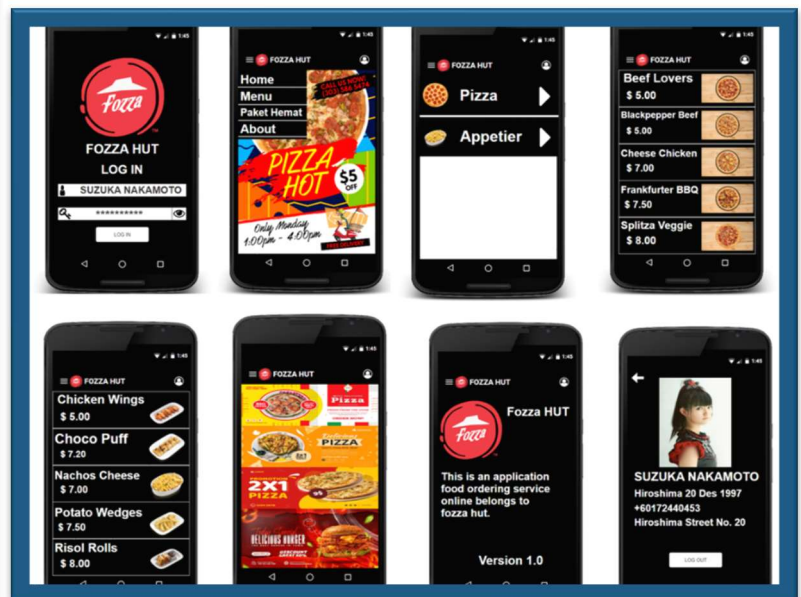
Membuat Design Interface Aplikasi Restoran

Muhammad Rizki Pratama

Instalasi Wifi, LAN & CCTV untuk ruko dan toko
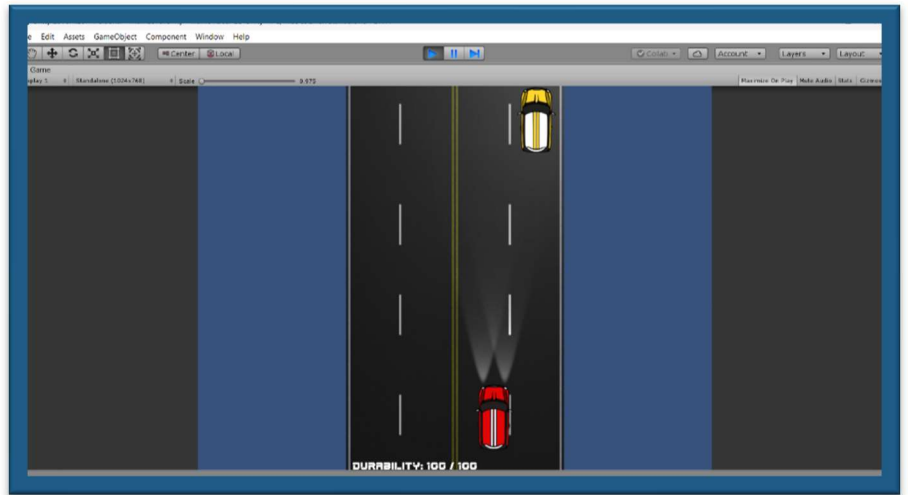
Membuat Asset Multimedia di game Traffic Racer

English Proficiency Institutional Test (EPIT)

English proficiency institutional test

Exam details

Student	MUHAMMAD RIZKI PRATAMA
Exam date	19 Sep 23
Institution name	Bina Nusantara Learning Center

Exam results

Total score (pt)

377

317-670

Skill level (CEFR)

Basic User (A2)

Listening Comprehension   41pt (33-68), CEFR: A2

Description

When you listen to a short dialogue about an everyday subject, you can:
• understand the main idea
• understand the basic vocabulary
• understand details that are said clearly, repeated or marked by the speaker as important
• understand what the speaker is referring to when a pronoun or possessive adjective is used, e.g., 'it', 'they', 'yours'

Structure and Written Expression   36pt (33-68), CEFR: A2

Description

You can usually:
• use and understand the most often used tenses of common verbs
• use a singular or plural noun correctly as the subject of a sentence in very simple sentences
• use linking verbs, especially 'be', to connect subjects with nouns or adjectives
• recognize that some common verbs require nouns as objects
• use simple comparatives and superlatives correctly
• join clauses with common conjunctions such as 'and', 'but', 'because'

Reading Comprehension   36pt (29-67), CEFR: A2

Description

You can usually:
• understand the general idea of sentences that use simple, everyday vocabulary
• understand the main idea of a text when the important vocabulary is repeated in many sentences
• understand the meaning of common pronouns, e.g., 'it', 'they'
• find particular information in a text when it is pointed to directly, e.g., 'in line X', 'in paragraph Y'

UNIVERSITAS BINA NUSANTARA

FAKULTAS ILMU KOMPUTER

SURAT KETERANGAN LULUS

No : 229/SCS – CSCI/JKT/VI/2023

Ketua Program Ilmu Komputer Universitas Bina Nusantara dengan ini menerangkan

Nama	: Muhammad Rizki Pratama
Nomor Induk Mahasiswa	: 2201781161
Fakultas	: Ilmu Komputer
Program Studi	: Tekhnik Informatika
Jenjang	: Strata 1 (S1)

Telah dinyatakan LULUS berdasarkan keputusan rapat Yudisium pada,

Semester	: Genap
Tahun Akademik	: 2022/2023
Tanggal Lulus	: 15 September 2023
Tanggal Yudisium	: 30 November 2023
Nilai	: B-
IPK/SKS	: 2.50/146

Demikian Surat Keterangan ini dibuat untuk dipergunakan sebagai pengganti ijazah asli yang sedang dalam proses penyelesaian. Surat ini berlaku sampai dengan tanggal diterimanya ijazah asli.

Jakarta, 05 Oktober 2023

Dekan,

Irene Anindaputri Iswanto, S.Kom., M.Sc.Eng.

PERSONAL INFORMATION

Name	Email
MUHAMMAD RIZKI PRATAMA	muhammad.pratama032@binus.ac.id
Date of Birth	Phone
11 June 2000	+6289507140182
Gender	Address
M	RAWA LELE

SOCIAL NETWORK

Portofolio Link	Facebook
Linkedin	Line

Student Resume

STUDENT GPA

Semester	GPA
1	2.50
2	2.50
3	2.50
4	2.50
5	2.50
6	2.50
7	2.50
8	2.50

STUDENT SKILL

Type	Name	Skill Level
Organizational Skills	Mampu berdaptasi dalam tim	7
Technical Skills	Mengerti masalah hardware	7

Subject Grade

COURSE NAME	GRADE
Indonesian	B-
Character Building: Pancasila	A-
Character Building: Kewarganegaraan	B-
Entrepreneurship I	A
Character Building: Agama	A-
Entrepreneurship II	B
Algorithm and Programming	C
Discrete Mathematics	C

COURSE NAME	GRADE
Linear Algebra	B-
Program Design Methods	A-
Calculus	C
Data Structures	C
Algorithm Design and Analysis	B-
Artificial Intelligence	B
Computer Networks	B-
English Savvy	B
Database Systems	D

COURSE NAME	GRADE
Human and Computer Interaction	B
Compilation Techniques	B
Operating Systems	D
Object Oriented Programming	D
Multimedia Systems	D
Programming Language Concepts	B+
Research Topics in Computer Science	B+
Web Programming	B+
Embedded Systems	B

COURSE NAME	GRADE
Multimedia Programming Foundation	C
User Experience	C
Information Visualization	A-
Game Design Programming	D
Computer Graphics	D
Software Engineering	B-
English in Focus	B-