

# Muhammad Rizki Pratama

rizkipratama.vercel.app/rizkipratama/ | +6289507140182 | Rawa lele, Kalideres, West Jakarta, Jakarta, Indonesia

Muhammad Rizki Pratama is a Fresh Graduate from Bina Nusantara University. I also have Organizational, IT and Technical Skills. And now looking for a job to learn new things.

## WORK EXPERIENCE

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### Field Worker Supervisor, PT. Gitararas

March 2023 – March 2024

- Supervise the progress of construction
- projects. Provide project support equipment.
- Assist workers in the progress of projects.

### Front end developer, Bina Nusantara University

February 2022 – February 2023

- Working on the Beelingua project, a language learning app
- Developing front-end pages
- Assists in Beelingua maintenance and change requests

### Owner of UMKM Custom Livery, Yamaap Design

January 2019 – Present

- Create custom decals for vehicles from the design process to delivery or application.

### Admin Staff, PT. Buana Sukses Pratama

March 2016 – May 2016

- Inputting mobile phone sales data in a month.
- Creating shipping invoices.

### Product Content, GAOTek Inc.

August 2024 – Present

- Create articles about GAOTek products according to the company's desired standards. Briefing
- with supervisors regarding the results of a day's work.

### Freelance Hardware Technician

2019 - Present

- Repairing hardware ranging from Playstation consoles, Nintendo to PCs & laptops

### Freelance Network Technician PT. Eradi Tekhnologi Digital

February 2024 - Present

- Problem Solving every problem of Alfamart and Indomaret retail networks

## EDUCATION

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### Bachelor of Information Technology, Bina Nusantara University

August 2018 – November 2023

-GPA: 2.50

### TKJ VOCATIONAL SCHOOL, INSAN CITA SCHOOL

September 2015 – July 2018

-Final Score: 70.45

## ORGANIZATIONAL EXPERIENCE

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### Facility Manager, Nippon Club Bina Nusantara

November 2018 – August 2020

- Managing and maintaining the Nippon Club Secretariat.
- Making a secretariat duty schedule.
- Facilitating activities held at the secretariat. Managing
- secretariat equipment and supplies. Cleaning the
- environment in and around the secretariat.

### Volunteer Event, Nippon Club Bina Nusantara

November 2018 – August 2020

- Assisting Nippon Club management at events as a committee
- member. Helping sell Nippon Club merchandise at bazaar events.

## AWARD

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### - JLPT N5

2022

Passed the JLPT N5 Exam with a Score of 107/180

## SKILLS

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### Soft skills:

- Management skills
- time
- Organizational skills
- Communication
- Learning ability
- Analytical skills
- Adaptive

### Hard skills

#### Technical skills

- Electronics
- LAN & Wifi Network Installation
- CCTV Installation

#### Software Skills

- MS Office (Word, Excel & Power Point)
- Arduino
- Figma
- Adobe Animate
- Unity
- Axure RP
- Corel Draw
- C++
- Linux Debian
- HTML,CSS,JS
- Laravel
- Flutter

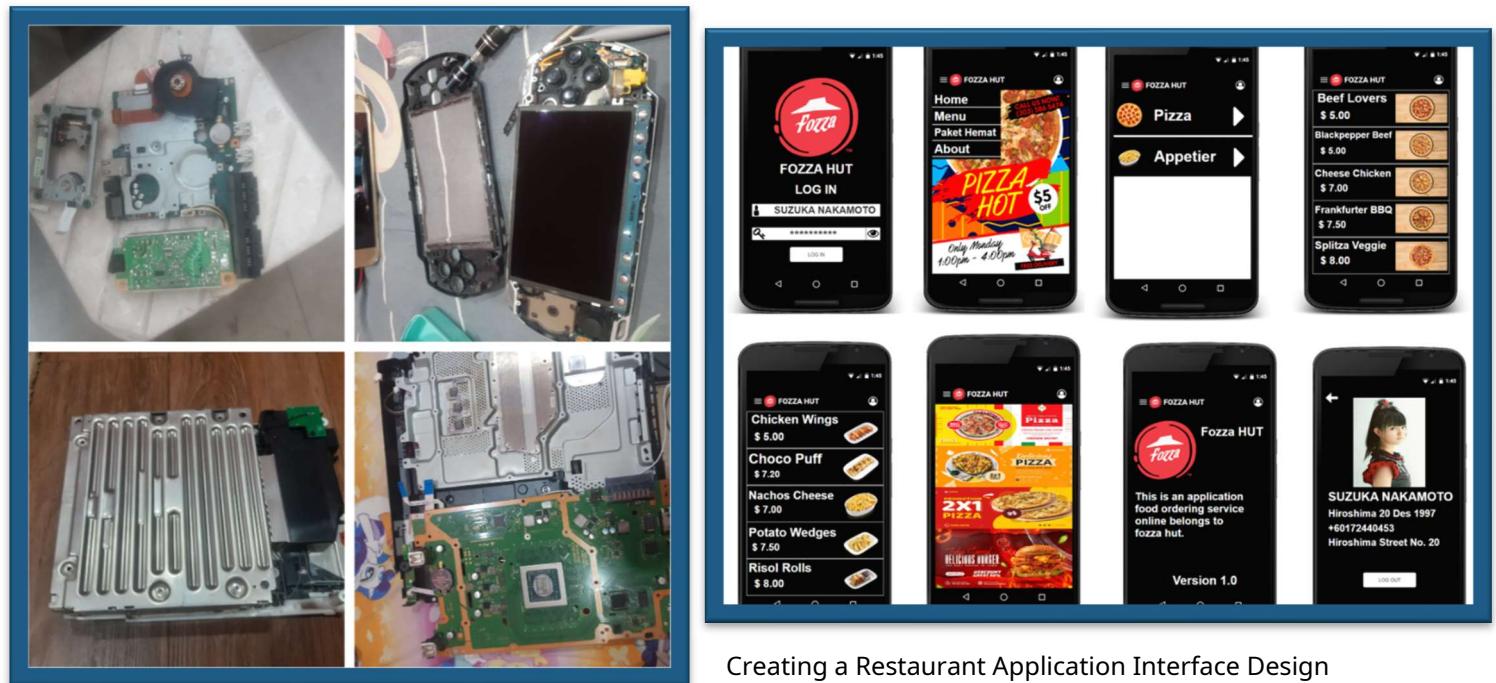
# Portfolio

Personal Website  
rizkipratama.vecel.app

Muhammad Rizki Pratama



Creating an International Journal with the Title “Designing IoT-Based Smarthome System With Chatbot”



Creating a Restaurant Application Interface Design

Service for Playstation, Nintendo, laptop  
and smartphone game consoles

# Portfolio

Personal Website  
Rizkipratama.vercel.app

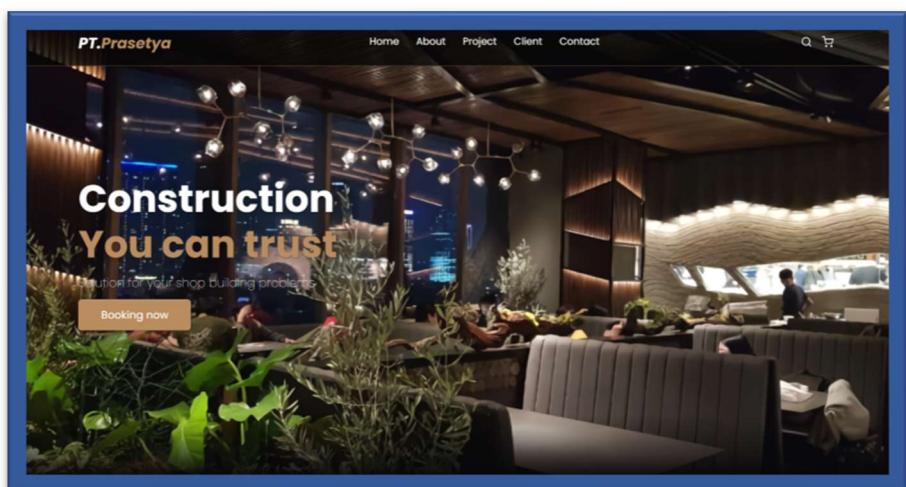
## Muhammad Rizki Pratama



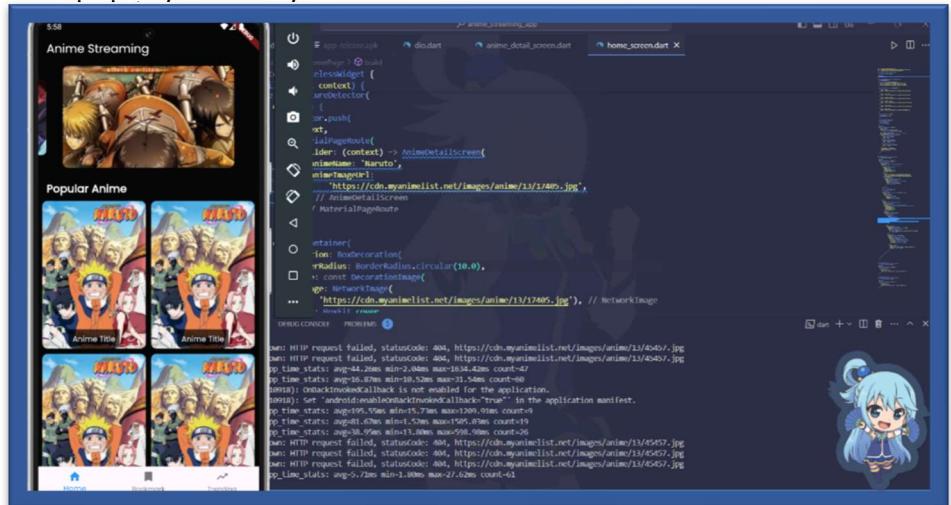
Wifi, LAN & CCTV installation for shophouses and stores



Creating Multimedia Assets in the Traffic Racer game



Create a Company Profile website with the Laravel framework.  
Link: <https://prasetya-construction.vercel.app/#project>



Create an anime streaming service application with flutter



KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN  
REPUBLIK INDONESIA

I J A Z A H  
SEKOLAH MENENGAH KEJURUAN  
PROGRAM 3 TAHUN

TAHUN PELAJARAN 2017/2018

Program Studi Keahlian : *Teknik Komputer dan Informatika*  
Kompetensi Keahlian : *Teknik Komputer dan Jaringan*

Yang bertanda tangan di bawah ini, Kepala Sekolah Menengah Kejuruan .....

*Insan Cita*

Nomor Pokok Sekolah Nasional : *20177897*

Kabupaten/Kota *Administrasi Jakarta Barat*

Provinsi *DKI Jakarta* menerangkan bahwa:

**MUHAMMAD RIZKI PRATAMA**

*Jakarta, 11 Juni 2000*

*Suwarno*

*0098*

*0005802312*

*4-18-01-03-151-015-2*

**SMK Insan Cita**

**SMK Insan Cita**

**LULUS**

dari sekolah menengah kejuruan setelah memenuhi seluruh kriteria sesuai dengan peraturan perundang-undangan.



*Jakarta*, *03 Mei* 2018

Kepala Sekolah,

*Hj. Ida Farida, SE*

DN-Mk/06 0019916

## English Proficiency Institutional Test (EPIT)

English proficiency institutional test

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### Exam details

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



### Exam results

Total score (pt)	Skill level (CEFR)
377	Basic User (A2)

317-670

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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’
- 

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# DIGITAL TALENT SCHOLARSHIP

Kementerian Komunikasi dan Informatika

Nama Lengkap

Nomor Pendaftaran

Muhammad Rizki Pratama

**153352736101-137**



No Identitas(KTP)

: 3173061106001001

Tempat, Tanggal Lahir

: Jakarta, 11 – June - 2000

Email

: muhammad.pratama032@binus.ac.id

Nomor Telepon

: 6289507140182

## Informasi Pelatihan

Penyelenggara

: Pusat Pengembangan Profesi dan Sertifikasi

Akademi

: Talent Scouting Academy

Tema

: Become an AWS Elite Cloud Engineer

Pelatihan

: Become an AWS Elite Cloud Engineer

Tanggal Pelatihan

: Senin, 8 Agustus 2022 – Jumat, 30 September 2022

## Kontak Darurat

Nama : Shalshabila Adinda Pratama

Nomor Telepon : 087828684491

Hubungan : Adik

**Tanggal Registrasi :** Rabu, 20 Juli 2022 – Minggu, 31 Juli 2022

**Tanggal Unduh :** Sabtu, 30 Juli 2022 12:11:35



## SURAT REKOMENDASI MAHASISWA

No: 236/Dean.SCS/VII/2022

Yang bertanda tangan di bawah ini:

Nama : Dr. Fredy Purnomo, S.Kom, M.Kom  
Jabatan : Dean of School of Computer Science  
NIP : 0210239691  
E-mail : fpurnomo@binus.edu  
No Telp : (021) 5345830 ext. 1356

Menyetujui Nama mahasiswa berikut:

People  
Innovation  
Excellence

Nama	:	Muhammad Rizki Pratama
NIM	:	2201781161
Program Studi/ Jurusan	:	Computer Science
Fakultas	:	School of Computer Science
Semester	:	8
IPK	:	2.20
Jumlah SKS yang sudah ditempuh dan lulus	:	83

Untuk menjadi peserta Program Talent Scouting Academy – Digital Talent Scholarship Academy – Kementerian Komunikasi dan Informatika – Bina Nusantara University Tahun 2022 dengan ketentuan:

1. Mahasiswa berkomitmen dalam mengikuti Program Talent Scouting Academy Tahun 2022 secara penuh dan bertanggung jawab;



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Selain hal tersebut di atas, sebagai bentuk dukungan dan fasilitasi bagi mahasiswa, kami menyatakan kesediaan untuk:

1. Memberikan dukungan sepenuhnya serta bertanggung jawab bilamana terjadi sesuatu hal selama mengikuti Program Talent Scouting Academy Tahun 2022 sejak awal sampai akhir program.
2. Mendukung proses belajar mahasiswa melalui Program Talent Scouting Academy Tahun 2022.
3. Memberikan pengakuan dan konversi SKS atau hal-hal yang sudah menjadi kesepakatan antara prodi asal mahasiswa.

Demikian surat rekomendasi ini kami sampaikan untuk dipergunakan sebagaimana mestinya.

People  
Innovation  
Excellence

Jakarta 28 Juli 2022



**BINUS**  
UNIVERSITY

Dr. Fredy Purnomo, S.Kom, M.Kom  
Dean of School of Computer Science  
Universitas Bina Nusantara



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**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 : Teknik 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

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

## **PERSONAL INFORMATION**

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Name  
MUHAMMAD RIZKI PRATAMA

Email  
muhammad.pratama032@binus.ac.id

Date of Birth  
11 June 2000

Phone  
+6289507140182

Gender  
M

Address  
RAWA LELE

## **SOCIAL NETWORK**

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Portofolio Link  
[Portfolio Link](#)

Facebook  
[Facebook](#)

Linkedin  
[Linkedin](#)

Line  
[Line](#)

# Student Resume

## STUDENT GPA

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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

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Type	Name	Skill Level
Organizational Skills	Mampu beradaptasi 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-