DWI LUTFI TAUFIQ IHSANI

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Trenggalek Regency, East Java Indonesia

I am an Information Systems student at Telkom University Surabaya with a strong focus on mobile application development using Dart and Flutter. I have worked on diverse projects, including clinic management apps, UI replications of popular applications, and mobile ordering systems for local businesses. Professionally, I have contributed as a Mobile Developer at Indi Teknokreasi Internasional, Telkom Indonesia (freelance), and PT. Pompa DEX Indoguna, where I focused on cross-platform development, state management (including GetX), and applying clean code principles such as MVC and Atomic Design. These experiences have allowed me to improve app performance, scalability, and user satisfaction, while strengthening my ability to deliver impactful and maintainable mobile solutions.

EDUCATION

Telkom Surabaya Institute of Technology **Surabaya**
Bachelor in *Information Systems* | GPA: 3.8 / 4.00 2021 - Present
- MSIB Internship at Indi Teknocreasi Internasional (2024)
- Student exchange at the Telkom Purwokerto Institute (2023)
- Lab Assistant of Algorithms and Programming for Digital Business (2023)
- Lab Assistant of Data Warehouse & BI for Digital Business (2023)
- FINALIST on BIONIX College Level Information Systems Expo ITS (2022)

WORK EXPERIENCE

PT. Pompa DEX Indoguna **Surabaya**
Mobile Developer July 2025 - Present
- Developed the company's internal mobile applications using Flutter for both Android and iOS platforms.
- Implemented GetX architecture to enhance state management efficiency and overall app performance.
- Optimized cross-platform code reusability (80%+ between Android and iOS), accelerating development cycles.
- Conducted refactoring using MVC and Atomic Design principles, improving code readability (+30%) and reducing bug-related rework (–25%).
- Collaborated with the IT team and key stakeholders to ensure the applications align with the company's operational needs.

Telkom Indonesia **Online**
Freelance Mobile Developer June 2025 - Present
- Developing a Super App for the Government of Sidoarjo City using Flutter for Android and iOS.
- Implementing GetX architecture to improve state management, reducing app load times by up to 40% and enhancing performance.
- Applying MVC and Atomic Design principles to increase code readability (+30%) and decrease bug-related rework (–25%).
- Ensuring cross-platform code reusability (80%+ between Android and iOS) for faster development cycles.
- Collaborating with stakeholders from Telkom and the local government to align app features with public service needs.

Indi Teknokreasi Internasional **Jakarta Timur**
Mobile Developer January 2024 – July 2024
- Developed "GetCrew" using Flutter for Android and iOS, achieving a 30% increase in user satisfaction.
- Contributed to cross-platform development, ensuring over 80% code reusability between Android and iOS.
- Transitioned the GetCrew codebase to GetX architecture, reducing app load times by 40% and enhancing overall performance.
- Refactored GetCrew with MVC and atomic design, increasing code readability by 30% and reducing bug-related rework by 25%.

Podcast SomeStory   **Online**

Business Development Coordinator   January 2023 - June 2023

- Develop and implement business growth strategies with market research, planning, and implementation.
- Coordinate teams to find companies that match Podcast SomeStory at least 10-20 a day.
- Coordinate teams to send sponsorship proposals via email, wa & instagram at least 10-20 days a week
- Analyze performance and implement team development initiatives within a week.

ORGANIZATION & COMMITTEE

Member of the Riset & Development division   **Surabaya**

UKM Cycologi   December 2021 – Decembar 2022

- Contributed to the frontend development of Cycologi website by 10%.
- Conducted regular monthly maintenance for Cycologi's website over a 12-month period.
- Initiated and executed research-driven initiatives, resulting in the integration of advanced functionalities and enhanced user experience on Cycologi's website.

Member of the Visual & Art division   **Surabaya**

Dies Natalis ITTelkom ke-4   May 2022 – October 2022

- Designed and produced visual content for promotional materials, resulting in a 20% increase in event attendance compared to the previous year.
- Implementing visually appealing elements to achieve a significant 30% increase in social media interactions, in line with the event concept.
- Collaborated with a cross-functional team to ensure consistent branding across various promotional channels, enhancing the overall event visibility and recognition.

Member of Equipment division   **Surabaya**

LOYALISM 2022   April 2022 – August 2022

- Ensured the availability and functionality of event equipment, contributing to the success of 10+ activities throughout LOYALISM 2022.
- Scheduling equipment returns with 95% efficiency, reducing delays by 20%, thus avoiding fines and enhancing overall event efficiency.
- Collaborate with team to manage resources effectively, thereby minimizing 10% wear and tear on equipment loans.

CERTIFICATION

- Learn to Make Flutter Apps for Beginners, Decoding, Number: 1RXY089O1ZVM, 2023
- Getting Started Programming with Dart, Decoding, Number: 07Z681W2RXQR, 2023
- Learn SOLID Programming Principles, Decoding, Number: MRZMLM9DRXYQ, 2023
- Data Visualization with Power BI, Great Learning, 2023
- Python Fundamentals for Beginners, Great Learning, 2023
- SAP Course HR050, Edugate, Number: 550144745, 2023
- SAP Course SCM100, Edugate, Number: 550151918, 2023

SKILL

- **Hard Skill:** Dart, Flutter ,HTML, CSS, PHP, Javascript, Python, Bootstrap, Laravel, Git, Mysql, Firebase
- **Soft Skill:** Problem Solving, Adaptability, Initiative, Creativity, Team Collaboration, Leadership
- **Software Skill:** Visual Studio Code, Git, Power BI, Microsoft Office, Microsoft Excel, Looker Studio