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### Muhammad Alfi Maulana Fikri

#### **SKILLS**

Proficiency in embedded devices like **Arduino**, **Raspberry Pi**, and some other **SBC**s. Using **Linux** and **Git** in daily life. Able to develop games using **Game Maker** and **Unity**. Skilled in **C/C++**, **Python**, and know the basics of some other programming language.

#### Education

# **Institut Teknologi Sepuluh Nopember** – Bachelor Degree

2017 - Present

- Major in Computer Engineering.
- Learn embedded systems, mobile programming, networking, machine learning, and computer vision.

SMAN 2 Lamongan — High School Degree 2014 - 2017

• Study in the mathematics and science field of study.

### **Organization**

# Ichiro ITS Robotics Team — Senior Programmer

April 2018 - Present

- Build humanoid robots that could compete in international competition
- Develop the main program framework of the robots.

**B201 Telematics Lab** — Lab Assistant

March 2019 - Present

- Help professors in their research.
- Assist junior students in the practical training.

**Multimedia and Game Event 5** — Lead Web Dev

November 2019

• Lead programmer in creating a website for the event.

Global Game Jam Surabaya 2019 -

Committee

January 2019

• Help arrange the event.

### Competition

## FIRA RoboWorld Cup 2019 - Win 12 Medals

August 2019

- Compete as a part of the Ichiro ITS team.
- Develop a humanoid robot that could complete athletic challenges.

**RoboCup 2019** — 3rd Place & 2 Awards
July 2019

- Compete as a part of the Ichiro ITS team.
- Develop a humanoid robot that could play soccer cooperatively.

FIRA RoboWorld Cup 2018 — Win 14 Medals

August 2018

- Compete as a part of the Ichiro ITS
- Develop a humanoid robot that could complete athletic challenges.

## **Multimedia and Game Event 2018** – 2nd Place

February 2018

- Compete with 2 other friends as a Prototype Studio Indonesia team.
- Create a turn-based strategy game named Golden Age: Nusantara.