

## Rizky Nuansa Nanda Permana

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### Profile

Mobile Developer with a solid foundation in computer science and hands-on experience in building and maintaining production-level mobile applications. Experienced in developing digital banking and stock trading apps using Kotlin, Android SDK, Jetpack components (MVVM, Navigation, Room), and third-party tools such as Firebase, Retrofit, and CameraX. Actively involved in cross-functional teams to deliver scalable, high-quality solutions in agile environments. Passionate about clean architecture, performance optimization, and continuous learning in mobile technologies. Eager to contribute to impactful projects and grow within a dynamic engineering team.

### Education

#### Universitas Brawijaya

Bachelor of Information Technology

GPA 3.63/4.00

Microsoft IT Test 93/100

Relevant Coursework:

- Advanced Mobile Application Programming
- Advanced Programming
- Data Structures and Algorithms
- Integrative Programming
- Mobile Apps Development
- Multi Platform Application Development

Malang, Indonesia

2019 - 2023

### Technical Experience

#### PT Reka Cipta Solusi

##### Mobile Developer

Bandung

February 2024 - May 2025

- Design, develop, and maintain new features for mobile applications, including DIGI, BJB BiSA, and other digital banking solutions for Bank BJB
- Integrate APIs with Android applications for stock trading (sekuritas), enabling seamless transactions and enhanced user functionality
- Collaborate with cross-functional teams to ensure high-quality testing, deployment, and maintenance of mobile applications

#### IDCamp 2023 by Indosat Ooredoo

##### Multi-Platform App Developer Participant

Online

September 2023

- Learn Multi-Platform App Developer with Dart programming language and Flutter framework on dicoding platform
- Learn Cyber Security in the introduction to cybersecurity, networking basics, and networking devices and Initial configuration classes

#### Kedai Mbak Tim

##### Thesis Student

Pasuruan

January 2023 - July 2023

- Developing an android application using Kotlin to assist catering services as a final project subject
- Using the Prototyping method in developing applications by applying iteration for design improvement

- Integrating UI/UX design made with Figma, utilizing the Google Maps API for user location access, employing Firebase for database and storage, implementing a Background Service, and integrating Midtrans for payments
- Perform Black-Box Testing to evaluate the application's functionality and identify bugs. Additionally, conduct usability testing to determine if the software meets user requirements

#### **Bangkit Academy 2022 by Google, GoTo, Traveloka**

Online

##### **Android Learning Path Student**

February 2022 - July 2022

- Successfully selected as one of the 3,100 accepted participants with more than 63,000 registrants. Bangkit is an educational program designed to prepare students with skills for a career in the world of technology
- Attend several meetings every week that discuss about technical learning, soft-skills and english class
- Learn technical related to Android Development such as UX Design, Fundamentals, Layout, Navigation, Background Process, Networking, Android Architecture Component (MVVM), Testing, Local Data Room and others
- Working together as team on an android application final project with the theme OCR to Validate KTP on Fintech, using several components such as CameraX, Firebase, Glide, and Retrofit

#### **DQLab Online Bootcamp Program**

Online

##### **Participants**

July 2021

- Completed few classes on the DQLab platform, starting from python fundamental for data science, R Fundamental for data science, and Fundamental SQL

### **Organizational Experience**

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#### **Raion Community**

Malang, Indonesia

##### **Artist Division in Game Department**

April 2021 – January 2022

- Participate in weekly faculty-level game and mobile application development workshops
- Create designs in the form of visual assets and game concepts in game development

#### **KBMTI (Keluarga Besar Mahasiswa Teknologi Informasi)**

Malang, Indonesia

##### **Staff of BPMTI Commision III**

March 2021 – January 2022

- Supervise ongoing work programs in study program
- Provide activity reports such as trial reports, ongoing work programs, and member performance

### **Volunteer Experience**

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#### **ETERNAL TI (LKMM-TD)**

Online

##### **Official Committee of Event Division**

September 2020 – December 2020

- Arrange a fundamental student management skills training event with around 100 students participating in the information technology study program
- Maintain and organize the event according to the rundown

#### **PK2MABA & STARTUP ACADEMY (Study Orientation)**

Online

##### **Official Committee of Admin Division**

August 2020 – December 2020

- Prepared the venue for an online introduction to the campus of the computer science faculty with around 762 new students
- Manage and adjust Zoom meetings during events, such as handheld spotlight, secure Zoom from interference, holding a crisis center for new students

## **Additional**

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### **Technical:**

- Using Android Studio with Kotlin or Java
- Using Flutter Framework for multi-platform development
- Familiar with REST API concept
- Familiar with DBMS (MySQL)
- Strong understanding in Firebase
- Creating UI/UX Design with Figma

### **Language:**

- Native in Indonesia
- Professional Working Proficiency in English

### **Certification:**

- Getting Started Programming with Dart (Dicoding)
- Getting Started Programming With Kotlin (Dicoding)
- Learn UX Design (Dicoding)
- Learn Intermediate Android Application Development (Dicoding)
- Learn to Make Flutter Apps for Beginners (Dicoding)