Rizky Nuansa Nanda Permana

Pasuruan, East Java | rizkynuansa2@gmail.com | +6288235928812

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   Malang, Indonesia
Bachelor of Information Technology   2019 - 2023
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

Technical Experience

PT Reka Cipta Solusi   Bandung
Mobile Developer   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   Online
Multi-Platform App Developer Participant   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   Pasuruan
Thesis Student   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

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

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

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)

Portofolio:
- https://flutter-portofolio.vercel.app/