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## Rizky Nuansa Nanda Permana

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### Profile

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Experienced and knowledgeable fresh graduate, with degrees in Information Technology. I've done several android application projects and joined an IT-related program to improve my skills. I have collaboration and problem-solving skills which are reflected in the group assignments and projects. Familiar with software such as Android Studio, Figma, Database Management System (DBMS) MySQL, Firebase, and Lumen. Enthusiast in securing an entry-level Android Developer that offers professional growth and advancement within diversified areas of the industry.

### Education

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#### Universitas Brawijaya

Malang, Indonesia

Bachelor of Information Technology

2019 – 2023

GPA 3.63/4.00

Microsoft IT Test 93/100

Relevant Coursework:

- Applications and Game Product Design
- Advanced Mobile Application Programming
- Advanced Programming
- Database Programming
- Data Structures and Algorithms
- Integrative Programming
- Mobile Apps Development
- Multi Platform Application Development
- System Integration Technology

### Technical Experience

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#### Kedai Mbak Tim

Pasuruan

#### Thesis Student

January 2023 – July 2023

- Create a mobile application for catering business by implementing Google Maps API for user location access, Firebase for database and storage, Background Service, and Midtrans for payment
- Implementing Object Oriented Programming (OOP) in this project, also using the Prototyping method SDLC in developing applications by applying iteration for design improvement
- Using Git and GitHub software to organize and manage this project

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

Online

#### Android Learning Path Student

February 2022 – July 2022

- 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, 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 Participants

Online  
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 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

### **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
- Familiar with REST API concept and structure
- Familiar with DBMS (MySQL)
- Strong understanding in Firebase
- UI/UX Design with Figma

### **Language:**

- Native in Indonesia
- Professional Working Proficiency in English

### **Certification:**

- Getting Started Programming With Kotlin (Dicoding)
- Learn SOLID Programming Principles (Dicoding)
- Learn Basic UX Design (Dicoding)
- Learn Fundamentals Android Application Development (Dicoding)
- Learn Intermediate Android Application Development (Dicoding)
- Pursue a Career as a Software Developer (Dicoding)