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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. Completed several android application projects and joined an IT-related program to improve my skills. I possess collaboration and problem-solving skills, which are demonstrated through my participation in group assignments and projects. Familiar with technologies such as Android Studio, Figma, Database Management System (DBMS) MySQL, Firebase, and Flutter. Adaptable to technological advancements and enthusiastic about securing an entry-level Mobile Developer position with opportunities for professional growth in diverse industries.

### 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:

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

### Technical Experience

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#### IDCamp 2023 by Indosat Ooredoo

Online

#### Multi-Platform App Developer Participant

September 2023 – Present

- Participants of a scholarship program organized by Indosat Ooredoo Hutchison with the aim of producing young developers/programmers
- Joins the multi-platform app developer learning path that studies the Dart programming language and Flutter

#### Kedai Mbak Tim

Pasuruan

#### Thesis Student

January 2023 – July 2023

- Developed an android application to help catering services as the subject of the final project of the college
- 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
- 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

## 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

### **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 multiplatform development
- Familiar with REST API concept and structure
- 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 Basic UX Design (Dicoding)
- Learn Fundamentals Android Application Development (Dicoding)
- Learn Intermediate Android Application Development (Dicoding)
- Learn to Make Flutter Apps for Beginners (Dicoding)

**Portofolio:** <https://woosekie.github.io/html-css-js-portofolio/>