MUHAMMAD ALFIAN SENDHY RAMADHINATA

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Surabaya, Indonesia

I'm a creative individual who loves to code, particularly in the fields of Mobile apps using Kotlin and Flutter. I love to share fresh ideas about breakthroughs and am constantly curious to learn the latest discoveries in the tech field. I often explore some useful resources, and take any courses to rank up my skills. Also working on paid projects if there's an opportunity.

Education Level

Universitas Pembangunan Nasional Veteran Jawa Timur - Surabaya, Indonesia

Bachelor of Information Systems

Work Experiences

IT Department at UPN "Veteran" Jawa Timur - Surabaya, Indonesia

Mobile Engineer (Flutter) Intern

• Building and maintaining English Proficiency Test (EPT) App.

Information System Department at UPN "Veteran" Jawa Timur -

Surabaya, Indonesia

Assistant Lecturer of Mobile Programming (Flutter)

- Guided and monitored the progress of final projects for a total 11 groups.
- Evaluated and assessed final project presentation.
- Delivered materials on Firebase (Backend as a Service).

Wastehub Alam Lestari

Mobile Engineer (Android) Intern

- Contributed to developing a user-side Wastehub application for an integrated waste management system, interfacing with a dashboard and waste collector app. Features include user authentication, waste collection requests, transaction history, and user profile.
- Collaborated with cross-functional teams to develop a waste management product, addressing Indonesia's waste issues in Bali.
 Played a key role in high-level problem-solving discussions and contributed to determining detailed requirements, specifically focusing on API contracts for the backend and mobile development teams.

Dinas Komunikasi dan Informatika Provinsi Jawa Timur -

Surabaya, Indonesia

IT Governance Analyst Intern

- Designed and implemented an IT-BSC framework to measure the performance of the website helpdesk.
- Defined key performance indicators (KPIs) and metrics aligned with the organization's IT strategy.
- Collaborated with stakeholders to ensure IT-BSC alignment with business objectives.
- Evaluated help desk processes and procedures to ensure efficiency and adherence to best practices.

Organisational Experience

Surabaya Developer - Surabaya, Indonesia

Event Manager

SurabayaDev is an IT community domiciled in the city of Surabaya which has an activity agenda with the theme of technology education in synergy and collaboration.

- Organized and executed more than 10 offline and online events
- Attracted a total of almost 200 attendees in online and 50 in offline.

GDSC UPN "Veteran" Jawa Timur

Community Leader

Google Developer Student Clubs (GDSC) are university-based communities for students interested in Google technologies and programming.

- Led a community of 502 members, helping them grow their skills and stay connected in the tech space.
- Managed a core team of 22 people across 5 divisions, ensuring community ran smoothly.
- Collaborated with 5 external partners to organize successful and impactful events.
- Hosted over 17 events that engaged the community.
- Supported a team that made it to the Top 100 Teams in the Google Solution Challenge.

Jul 2020 - Dec 2024

Sep 2024 - Present

May 2024 - Jun 2024

Sep 2023 - Dec 2023

Jan 2023 - Feb 2023

Feb 2023 - Present

Aug 2023 - Aug 2024

BEM Fasilkom UPN "Veteran" Jawa Timur - Surabaya, Indonesia

Research & Development Staff

- Successfully organized and managed Fasilkom Talk "Web3 & Blockchain: The Future of The Internet".
- Coordinated the planning and execution of Fasilkom Talk 2 "Gear Up for Recession Issue in 2023 as Digital Talent".

HIMASIFO UPN "Veteran" Jawa Timur - Surabaya, Indonesia

Research & Development Staff

- Successfully organized and managed AKSI KTI, a training event about Scientific Papers.
- Coordinated the planning and execution of EIS, a webinar event about Personal Branding.

Skills, Achievements & Other Experience

- Achievements @ (2023): Top 10% Bangkit Academy Graduates
- Bootcamp ⊘ (2024): Flutter Mobile App Development by SanberCode
- MBKM Program 🥑 (2023): Cloud Computing by Bangkit Academy
- MBKM Program @ (2022): UI/UX Design Mastery by Skilvul
- Course ⊘ (2023): English for Business Communication in IT Field (Beginner 2)
- Course 🕑 (2023): Memulai Pemrograman Dengan Kotlin by Dicoding
- Course 📀 (2023): Belajar Membuat Aplikasi Back-End untuk Pemula dengan Google Cloud by Dicoding
- Course 🥝 (2023): Belajar Dasar Pemrograman JavaScript
- Course 🥝 (2023): Belajar Dasar Git dengan GitHub
- Course 📀 (2023): Pengenalan ke Logika Pemrograman (Programming Logic 101)
- Course 🥝 (2023): Git Course
- Course ⊘ (2023): Java Course
- Course 🕑 (2023): Belajar Dasar Pemrograman Web
- Course ⊘ (2023): Krealogi: UI/UX Challenge (Completion)
- Course ⊘ (2023): System Administration and IT Infrastructure Services

- Projects 📀 (2024): News App that provides breaking news alerts and personalized news content. Built with Flutter and NewsAPI
- **Projects** *⊗* (2024): BuddyBlues App offers a holistic solution for BuddyBlues sufferers by providing motivational prompts tailored to the user's current mood, personalized to-do lists, and a platform for fostering a supportive community through story sharing.
- Projects ⊘ (2023): Exploreka is a platform designed to help users find and plan their travel journeys, including a range of available travel packages. Its goal is to promote sustainable tourism practices by facilitating interactions between tourists and local communities.
- Talks 📀 (2024): Build GenAl App in Just Few Minutes (Organized by SurabayaDev and Jatim Developer Day)
- Talks @ (2023): Bangkit Talk: The Excellence Journey at Bangkit Academy (Organized by GDSC UPNVJT)

Jul 2021 - Jul 2022