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EXPERIENCE

Raion Community, Malang (Hybrid) Jan 2026 – Present
Supervisor of App Focus

- Supervised and coordinated three professional tracks—Product Manager, UI/UX Designer, and Mobile Engineer—to ensure aligned workflows and effective cross-functional collaboration.
- Facilitated coordination and communication across roles to support smooth execution of collaborative activities and projects.
- Initiated and led Collaborative Project events to encourage active participation and team-based project development among new members.
- Developed and standardized workshop SOPs to ensure consistent delivery, quality, and cross-role alignment within App Focus activities.

Faculty of Computer Science (FILKOM) Universitas Brawijaya, Malang (Onsite) Aug 2025 – Nov 2025
Laboratory Assistant of Algorithm and Data Structure

- Instructed 32 students during interactive lab sessions, clarifying complex concepts of Algorithms and Data Structures including complexity analysis, sorting/searching techniques, and non-linear data structures (trees & graphs).
- Conducted 12 instructor-led live coding sessions using Java to reinforce theoretical concepts and develop students' practical problem-solving skills.

Raion Community, Malang (Hybrid) March 2024 – Nov 2025
Mobile Developer & Co-Lead Division

- Co-designed and revamped the 2025 mobile development curriculum (Flutter and Jetpack Compose) from foundational to advanced topics in collaboration with the division lead.
- Mentored and guided 19 active learners within a 160+ member community, supporting structured learning and skill progression.
- Served as a judge in internal hackjam events, evaluating members' solutions based on real-world case studies and technical implementation quality.
- Organized and facilitated hands-on technical workshops to strengthen practical mobile development skills.

PT. UrTree Cipta Lestari, Malang (Remote) Sep 2025 - Oct 2025
Mobile Engineer

- Developed a mobile-based green investment platform connecting 50+ users with local farmers to support sustainable agriculture and environmental restoration initiatives.
- Ensured consistency between implemented features and approved UI while refining UX flows to improve overall user interaction.
- Participated in team discussions and iterative development cycles to align technical implementation with product and design requirements.

PKM BIMA Universitas Brawijaya, Malang (Remote) Feb 2025 – Aug 2025
Product Engineer

- Independently designed and developed a local Android application prototype for the PKM BIMA project.
- Handled end-to-end product development, including defining system requirements, designing UI/UX, managing project timelines, and implementing core features.
- Built the entire system architecture and logic independently, focusing on functionality, maintainability, and performance during local testing.

EDUCATION

Universitas Brawijaya, Malang Aug 2023 – Present
Bachelor of Science, Informatics Engineering
GPA 3.76 of 4.00

ACHIEVEMENTS

Compspehere Hacksphere Competition, Cikarang Oct 2025
Best Pitch

IFEST Hackathon Competition, Bandung Sep 2025
Finalist top 15 from 42 participant.

Slashcom Android Hackathon Competition, Jakarta Aug 2025

1st Place

HackJam Raion Community, Malang

Aug 2024

1st Place

CERTIFICATIONS

Dicoding Indonesia

Feb 2025

Belajar Membuat Aplikasi Flutter untuk Pemula

Dicoding Indonesia

Oct 2024

Memulai Pemrograman dengan Dart

LANGUAGES AND SKILLS

Languages:

- Bahasa Indonesia (Navite), English (Basic Conversation)

Technical Skills:

- Programming: Java, Kotlin, Dart, JavaScript
- Frameworks & Tools: Android Studio, Jetpack Compose, Flutter, Next.js, Retrofit2
- Backend & Database: Supabase, Firebase, RESTful API
- UI Design: XML, Figma
- Version Control & Collaboration: Git, GitHub, Agile (Scrum)

Soft Skills:

- Communication, Collaboration, Mentorship, Problem Solving, Critical Thinking