NAUFAL FAWWAZI

+62 822-8770-8760 | naufalfawwazi@outlook.com | linkedin.com/in/naufal-fawwazi | naufalfawwazi.github.io

Sidoluhur XV / 3, Pedurungan, Semarang

Fresh computer science graduate with a year of hands-on experience in mobile app design and development, specializing in Kotlin and Java for native Android applications.

Work Experiences

Nusantara Beta Studio - South Jakarta, Indonesia   Feb 2023 - Present
Software Engineer Intern

- Contributed to 5 professional projects, applying programming principles and adhering to professional standards.
- Acquired expertise in Android Mobile Application Development Technology with a focus on Clean Architecture.
- Implemented the Scrum Development Method and demonstrated proficiency in deploying Git and GitFlow for project management and version control.
- Skilled at: Android, Kotlin, Java, Jetpack Compose

Computer Science Faculty Laboratory - Semarang, Indonesia   Nov 2022 - Dec 2022
Laboratory Assistant

- Assisted and mentored all Computer Science students at Dian Nuswantoro University in mobile programming courses.
- Skilled at: Android, Java

Basic Laboratory - Semarang, Indonesia   Jun 2022 - Dec 2022
Laboratory Assistant

- Assisted and mentored Informatics Engineering students at Dian Nuswantoro University in programming courses, covering Basic Programming, Algorithms, and Data Structures.
- Skilled at: C, C++, Python

Education Level

Universitas Dian Nuswantoro - Semarang, Indonesia   Jul 2020 - Feb 2024
Bachelor Degree in Informatics Engineering, 3.96/4.00

- Maintained an outstanding GPA of 3.96 out of 4.00.
- Engaged in the field of Intelligent Systems since the 5th semester, with a focus on Software Engineering and Data chosen for the thesis.
- Granted participation in the "Kelas Unggulan" program, an exclusive initiative for Informatics Engineering students spanning from the 3rd to 6th semester.
- Acknowledged with the prestigious "Getting Started With Deep Learning" certificate from NVIDIA.
- Attained competence as a Junior Mobile Programmer in Flutter, recognized by LSP UDINUS.
- Received a score of 573 on the English Proficiency Assessment from CFLT UDINUS.

BISA AI Academy - Bandung, Indonesia   Aug 2022 - Dec 2022
MSIB Student in Technology Artificial Intelligence (AI-Hacker), 91.82/100.00

- Combine full-stack programming with artificial intelligence.
- Gain proficiency in fundamental image processing techniques using Python.

Sadasa Academy - Yogyakarta, Indonesia   Jul 2021 - Sep 2021
KMMI Student in Social Network in R, 97.89/100.00

- Executed the development of a corporate communication strategy through the implementation of a Social Network in R.
- Acquired knowledge in Centrality and Modularity concepts, practiced using igraph and Gephi, and successfully conducted Social Media Analysis Preprocessing for a final project.

SMA Negeri 10 Semarang - Semarang, Indonesia   Aug 2017 - Apr 2020
Student in Mathematics & Science

- Engaged in environmental programs, including "1001 Pendaki Tanam Pohon," with a nature lovers' organization at city to national levels.

Organisational Experience

Dian Nuswantoro Computer Club - Semarang, Indonesia   Jul 2021 - Aug 2022
Vice Chairman

- Assisted the organization's leader in decision-making and oversaw all sectors and divisions.

- Orchestrated the "Musyawarah Besar" event, encompassing the election of a new leader and revising the organization's statutes.
- Managed the "Basic Training for Next Generation" event concept, assigning roles to all committee members.
- Supervised division members during the "Pelatihan Divisi" event, attended by 129 Dian Nuswantoro University freshmen.
- Coordinated event licensing for the "Dinus Application Competition," promoting participation nationwide.
- Organized the "Malam Keakraban" event to discuss work programs and upcoming training innovations with organization members.

Skills, Achievements & Other Experience

- **Skills**: Android, Kotlin, Java, Flutter, Jetpack Compose
- **Achievements** ⊘: Junior Mobile Programmer (Flutter), CFLT, Software Engineer Intern, AIBIZ, AI-Hacker, Getting Started with Deep Learning, DNCC, AIIS Conference, Social Network in R, Mastering Mobile Programming Android, Mobile Programming Android & Kotlin
- **Projects** ⊘: 5 Proffesional Projects, and 17 Personal Projects