

MUHAMMAD FARHAN NUGROHO

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Yogyakarta, Indonesia

Motivated and adaptable fresh graduate in Software Engineering from Universitas Gadjah Mada with strong interest and experience in mobile application development, project management, system analysis, and front-end development. Skilled in developing native Android apps using Kotlin and building cross-platform mobile applications with Flutter. Experienced in leading cross-functional teams and translating user needs into scalable and user-friendly digital solutions. Demonstrated ability to manage software projects from planning to deployment, while maintaining a focus on user experience and performance. Committed to continuous learning and contributing to dynamic tech environments.

Professional & Project Experience

PT. Mitra Rakyat Berdikari <i>Mobile Developer & Machine Learning Engineer — Final Project</i> - Develop a Flutter-based mobile application for monitoring broiler health and environmental conditions. - Integrate IoT sensor data through REST API to support real-time farm monitoring and data visualization. - Develop and compare LSTM, GRU, and 1D-CNN models for health classification and mortality forecasting. - Integrate deep learning results into the mobile application and evaluate system functionality through Black Box Testing and UAT.	Feb 2026 - Jun 2026
Sekolah Vokasi Universitas Gadjah Mada <i>Laboratory Assistant</i> - Guide students in configuring Linux servers and managing system services. - Assist students with SSH, SFTP, and remote server administration. - Support web and database server configuration across distributed environments. - Assist students in troubleshooting database, networking, and server issues.	Feb 2026 - Jun 2026
PT. Parama Data Unit <i>Mobile Engineer Intern</i> - Build cross-platform mobile applications using Flutter for real-time drilling data monitoring. - Develop interactive time-series and multi-track charts for monitoring multiple drilling parameters. - Integrate real-time CCTV monitoring using RTSP streaming with reliable connection and playback. - Optimize application performance through API parameter filtering, background fetching, and auto-retry mechanisms. - Migrate authentication and user management features to the DOME API and prepare Android release builds.	Aug 2025 - Jun 2026
KKN-PPM UGM Pesona Natuna 2025 <i>Frontend Developer</i> - Build village websites for two villages using React.js with 4 main pages to improve local information access. - Integrate interactive maps into the website and ensure smooth functionality within the React environment. - Design modular React components to make the code reusable and scalable across multiple village projects.	Jun 2025 - Aug 2025
Avara Smarthome Mobile App <i>Project Manager</i> - Lead a cross-functional team to develop a smart home Android app integrated with IoT devices and real-time Firebase backend. - Supervise app development using Kotlin (MVVM) and guide UI/UX design process with Figma. - Manage sensor integration via ESP32 and ensure real-time synchronization between app and hardware.	Mar 2025 - Jun 2025
J-GO (Jogja Uncovered) <i>Mobile Developer (Native Android)</i> - Build an Android app using Kotlin to promote hidden tourist destinations in Yogyakarta. - Integrate Google Maps API and Firebase for interactive navigation and real-time backend. - Collaborate with cross-functional teams in an Agile environment to deliver a seamless user experience.	Oct 2024 - Dec 2024
Bangkit Academy 2024 Batch 2 (MSIB) <i>Mobile Development Cohort</i> - Selected as a Mobile Development Cohort participant in a flagship program led by Google, Tokopedia, Gojek, and Traveloka. - Develop Android applications using Kotlin, Android Studio, and Jetpack libraries following clean architecture principles. - Implement UI/UX best practices and basic testing to improve application quality and maintainability. - Collaborate with Machine Learning and Cloud Computing cohorts in an interdisciplinary Agile team to deliver a capstone project.	Sep 2024 - Jan 2025
Sistem Informasi Pajak Bumi dan Bangunan <i>Project Manager and System Analyst</i>	Feb 2024 - Jun 2024

- Lead a team of software developers and designers to deliver the project on time and within budget.
- Work closely with business stakeholders to gather requirements, define specifications, and ensure the project meets their needs.
- Manage the project lifecycle from initiation to closure, ensuring timely completion and adherence to budget and scope.

Sistem Informasi Rekam Medis Elektronik

Aug 2023 - Dec 2023

Project Manager and System Analyst

- Lead a team of software developers and designers to deliver the project on time and within budget.
- Conduct detailed system analysis to capture and document requirements, aligning with stakeholder needs.
- Facilitate communication among teams, stakeholders, and users to address issues and enhance system performance.

Education Level

Universitas Gadjah Mada - Yogyakarta, Indonesia

Aug 2022 - Aug 2026

Bachelor of Applied Science Software Engineering Technology, 3.72/4.00

MAN 2 Kota Madiun - Kota Madiun, Indonesia

Jul 2019 - May 2022

Mathematics and Natural Science

Organizational and Volunteer Experience

PORSENIGAMA 2024

Aug 2024 - Oct 2024

Coordinator of Equipment Division for the Badminton Branch Committee

- Distribute equipment to the committee and participants as needed.
- Coordinate with other teams to meet their equipment needs.

UGM CUP National Badminton Tournament 2024

Apr 2024 - Aug 2024

Staff of Event Division

- Facilitated coordination and communication among players, coaches, and spectators throughout the event.
- Ensured smooth match operations by upholding tournament rules and assisting in on-site issue resolution.

Association of Software Engineering Technology Students UGM

Feb 2024 - Feb 2025

Vice Chairman of Human Resources Development Division

- Lead and coordinate division programs to develop members' soft skills and hard skills.
- Manage internal recruitment process and member evaluation system.

Komunitas Mahasiswa Teknologi Informasi dan Komunikasi UGM

Feb 2024 - Feb 2025

Senior Staff of Gadjah Mada Game and Media Lab (Gam-LAB) Division

- Develop game concepts and mechanics in cross-functional teams for engaging gameplay.
- Plan game projects strategically, aligning with industry standards and practices.

TEDI Games and Electronic Sports 2024

Jan 2024 - Jun 2024

Chief Executive

- Design and develop the event concept, and create work plans and schedules.
- Lead and coordinate a committee team of 82 members, delegating tasks according to their expertise.
- Conduct post-event evaluations and compile final reports on the event's execution.

Unit Kegiatan Mahasiswa Bulu Tangkis UGM

Dec 2023 - Dec 2024

Head of Student Activities Division

- Organize activities to enhance engagement and skills within the Badminton Student Association.
- Coordinate internal and external badminton matches, ensuring well-organized events.

Skills, Certifications & Achievements

- **Technical:** HTML, CSS, Javascript, PHP, SQL, Python, Laravel, Java, C#, Kotlin, Flutter, Vue.js, React.js, Flask.
- **Soft Skills:** Communication, Teamwork, Problem-Solving, Adaptability.
- **Certifications :** Completed multiple certifications from Dicoding Indonesia, including Android Application Development (Beginner to Intermediate), Android Fundamentals, Machine Learning Implementation for Android, Introduction to Artificial Intelligence, Programming Logic, and Kotlin Programming for Beginners.
- **Languages:** Fluent in Indonesian, Javanese; Working proficiency in English.
- **Achievements:** 2nd Place Men's Doubles Badminton Champion at MBA Badminton Championship Vol. 8 2026, 3rd Place Mixed Team Badminton Champion at PORSENIGAMA 2025, 1st Place Men's Doubles Badminton Champion at POVVAF 2025, 3rd Place Men's Doubles Badminton Champion at PORSENIGAMA 2024, 1st Place Men's Doubles Badminton Champion at POVVAF 2024.