Muhammad Rifqi Adli Gumay

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Enthusiastic and goal-oriented software engineer and data scientist with three years of comprehensive experience in both backend and frontend development. Leveraging a background in designing engaging user experiences for websites, I bring a unique blend of technical expertise and creative thinking to software development. Proficient in technologies such as React, Angular, GO, Node.js, Laravel, Java, and Python, I also have a strong foundation in data science, including data analysis, machine learning, and statistical modeling. I have a proven track record of delivering high-quality solutions within tight deadlines. My collaborative approach, honed through working with cross-functional teams, ensures effective communication and successful project outcomes. Passionate about applying user-centered design principles, I aim to enhance usability and drive engagement in every software and data science project.

EDUCATION

University of Indonesia, *Bachelor of Computer Science, Computer Science*   *Aug 2021 - Present*
- Participating in various activities competition at the faculty and university levels
- Participating in teaching assistant of computer science lecture

WORK EXPERIENCE

Software Engginer Intern, OCBC NISP   *May 2024 - Present*
- Developed a loyalty system that allows every tenant to have their own loyalty system inside the app
- Responsible for developing the transaction system for the e-wallet application
- Contributed in designing and developing the application so that it's white-label ready

Machine Learning Cohort, Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka   *Feb 2024 - Present*
- Deployed machine learning model using TensorFlow.js, TensorFlow Lite, and Microcontroller
- Worked on Real-World Project (Capstone Project).

Teaching Assistant for Programming Foundation 2, Fasilkom UI   *Jan 2024 - Present*
- Teach and assist 15 students for weekly coding practice in Lab.
- Responsible for creating Tugas Pemrograman and Lab about Java lessons..
- Quality check for Tugas Pemrograman and Lab with other Teaching Assistant

Teaching Assistant Coordinator for Introduction Digital System, Fasilkom UI   *Aug 2023 - Desember*
- Coordinated 14 teaching assistants in helping students improve learning achievement.
- Provides a new strategy in giving routine async and sync exercises and accommodate standby sessions periodically increasing student learning enthusiasm.
- Led weekly lab meetings, created and assessed labs and programming assignments, tracking measurable progress and observing an average grade improvement of 75% among students.

Project-Based Virtual Intern : Mobile Application Developer Mandiri x Rakamin Academy   *May 2023 - Jul2023*
- Utilized Kotlin as the primary programming language for application development.
- Gained practical experience in working with XML and Gradle for application layout and build configuration.
- Demonstrated proficiency in applying the principles of Kotlin and best practices in Android Studio.

Teaching Assistant for Calculus II, Fasilkom UI   *Jan 2023 - Jun2023*
- Assisted 33 students in retaking calculus II course to enhance their understanding and successfully graduate
- Led weekly pop quiz discussion, created and assessed assigments.

Web Developer Internship, PT Sultan Langit Teknologi Nusantara   *Jan 2023 - Apr 2023*
- Build fully responsive websites using Laravel, ensuring that sites adapt well to various devices such as desktops, tablets, and mobile phones
- Follow-up and doucmenting project charter's update from business owner

ORGANIZATIONAL EXPERIENCE

Super Member Web Development, GDSC UI   *Oct 2021 - Present*
- Contributed as a Super Member within the Web Development team of Google Developer Student Club (GDSC) at Universitas Indonesia.
- Collaborated with a diverse team of students passionate about technology and web development.

- Participated in various web development projects, focusing on creating innovative and user-friendly solutions.

Ticketing Team Leader, Toska Kemas UI 202
Jan 2021 - Jul 2021
- Making ticketing system for Toska Kemas UI websites
- Making prototype before handing off to developer
- Collaborate with other platform for online ticketing

IT Support Staff, PERAK (Computer Folk Party)
Oct 2021 - Feb 2022
- Successfully streamed event of Family Games, League Competition, and Charity Games for the biggest event at Fasilkom UI 2022
- Improve OBS Studio Skill and involve discussion work and improve public speaking skills

PROJECTS

Cinematch
Jun 2024
- Our idea was inspired by Spotify, which started as a music streaming service and eventually integrated social features to transform into a social media platform centered around musical interests. Similarly, we observed that movie enthusiasts interact in much the same way, and there is a gap in the software field that can be filled with a social media platform tailored for them.

TBCare
May 2024
- TBCare is a reminder and monitoring application for TB patients, developed to help pharmacists ensure their patients take their medication regularly. The app features treatment insights and notification delivery, integrated with Email and WhatsApp, so patients do not need to download an additional app to receive medication pickup reminders. Additionally, it includes features for managing medication pickup schedules, patients, and pharmacists.

PeacePath: Navigate with Ease. Pray with Peace.
Dec 2023
- Addressing the challenges of managing crowd density, navigation, and safety at large events like the Hajj pilgrimage, we introduce PeacePath, a state-of-the-art app. PeacePath leverages real-time crowd data to generate heatmaps and offers AR-guided navigation, enhancing the pilgrimage experience. It also issues alerts on crowded spots and security issues to both pilgrims and staff, ensuring a secure, well-informed journey for everyone involved. The pilgrims can do comparative analysis of crowd expectations against real-world numbers, distinguishing between anticipated and real-time crowd sizes.

Coral Bleaching Detection Using Neural Network
Aug 2023
- Integration of computer vision technology in detecting and classifying coral bleaching not only offers a proactive solution to combat the threats faced by Indonesia's coral reefs but also aligns seamlessly with the overarching goals of environmental preservation outlined in the G20 Bali Summit 2022.
- By leveraging advanced computer vision algorithms, this initiative represents a crucial step forward in addressing the adverse impacts of human activities on the coral ecosystem, showcasing a commitment to sustainable practices and contributing to the broader mission of safeguarding Indonesia's invaluable coral reefs.

Koko Space
Jul 2023
- Kokospace is an application developed as part of an advanced programming project. Collaborating with my teammates, we designed and developed an application that encompasses features such as renting rooms for accommodation, coworking spaces, meeting rooms, and a wallet top-up functionality.

SKILLS

- Programming: Python, Java, Javascript, HTML, CSS, Go, Dart, SQL, Typescript
- Coursework: Web design and development, Amazon Web Service, Backend with Golang, Machine
- Linguistics: Indonesian (Native), English (Advanced)
- Soft skills: Leadership, Communication, Teamwork, Work Ethic, Time Management
- Tools: Webflow, Ms. Excel, Ms. Word, Ms. Powerpoint, NextJs, Golang, ReactJs, SpringBoot Java, Flutter, Laravel

ACHIEVEMENTS

- Finalis Business and IT Competition Compfest University of Indonesia
  Oct 2021
- 3rd place at place at Physics Contest in 39th PT. Bukit Asam Celebrated
  Feb 2020
- 1st place at Province Scientific Writing Competition in the Biology Show in Sriwijaya University
  Jul 2018