Fathullah Auzan Setyo Laksono

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About Me

I am a graduate in Computer Engineering with nearly 3 years of experience in Mobile Development. My passion for technology has also led me to delve into machine learning and the Internet of Things. With my experiences and skills, I have been trained to tackle various challenges in app development, and I believe that my dedication and creativity will positively impact the world of technology.

Education

Institut Teknologi Sepuluh Nopember Surabaya

GPA: 3.5 **Bachelor of Computer Engineering**

Focuses on the development of a machine learning program aimed at detecting age, gender, and ethnicity of individuals through the analysis of images and videos. The project involved training on tens of thousands of facial datasets using TensorFlow and various neural network architectures. The success of the project is evident in the program's ability to accurately detect age, gender, and ethnicity with a significant level of precision.

Bangkit Academy 2020

Android Developer

Bangkit is a career readiness program that aims to produce high-caliber technical talent for world-class Indonesian technology companies and startups, fully supported by Google, GoTo, and Traveloka.

Working Experiences

IOS Engineer Intern, Apple Developer Academy @ UC

- (January, 2023 Desember, 2023) Collaborated with a cross-functional team, including designers and a project manager. I managed to deliver a fully working application with different requirements using the Scrum framework and an agile mindset.
- Successfully develop four different app with SwiftUI using apple technology such as MapKit, Core Data, Core ML and CloudKit.

Software Documentation Engineer, Telkom Indonesia

- Facilitating the development process by providing technical requirement documents such as API contracts, sequence diagrams, and flowmaps using sequencediagram.org, draw,io, postman and notion
- Successfully leading integrations and enhancing user traffic for the application through collaboration with third-party entities.
- Improving developer performance and product team efficiency through the implementation of effective and easily comprehensible document formats.

Documentation Engineer Intern, Telkom Indonesia

(September, 2021 – September, 2022) **Increase user understanding of application** by providing an easy to understand and precise guide book using Figma, • Microsoft World and Sequencediagram.org.

Frontend Intern, PT. Andromedia

Accelerating bug and error resolution by creating a reporting dashboard for users to submit application issues. Using Laravel framework, I create the reporting and chart that count all report via dashboard.

Project Manager, Alpha Collective ID

(March, 2019 – May, 2020) Successfully managed and scheduled four branding and documentation projects by providing timelines and budget planning. Additionally, sourced and onboarded talent to execute the projects.

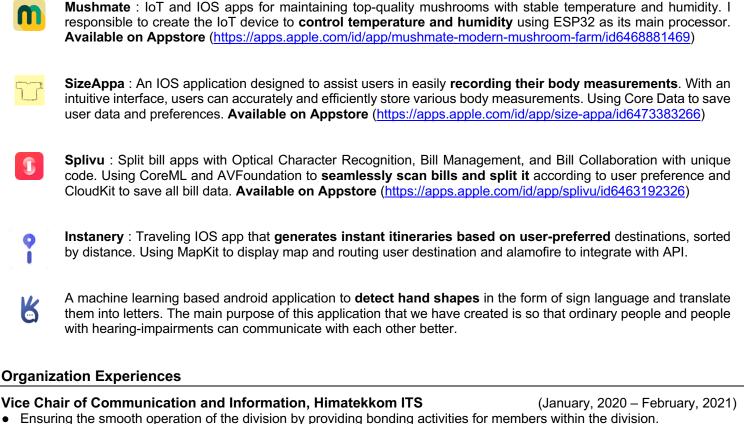
(January, 2021 – September, 2021)

(October, 2018 – October, 2022)

(September, 2022 – Present)

(February, 2022 – July, 2022)

Projects



• Facilitating the dissemination of information by providing posting templates for important announcements within the • organization.

Vice Chairperson, CLICK ITS (Film & Short Movie Enthusiast)

(February, 2019– January, 2020) Ensuring every member in the organization feels comfortable and adapts well to tasks by organizing regular meetings and watching events together.

Additional Information

Skills:

- Programing : SwiftUI, Kotlin, Flutter, Laravel _
- Project Manager : Jira, Sprint, Scrum
- Software Testing : Selenium, Apium
- General Documentation : Notion, Postman, Draw.io, Microsoft Word, Microsoft Power Point _
- Editing : Figma, Photoshop, Ilustrator, Premiere, After Effect
- Language : Indonesian, English _
- Soft Skill : Public Speaking, Collaboration, Team Communication _

Certification:

- 1. Belajar Membuat Aplikasi Flutter untuk Pemula, Dicoding
- 2. Belajar Android Jetpack Pro, Dicoding
- 3. Belajar Fundamental Aplikasi Android, Dicoding
- 4. Belajar Prinsip Pemrograman SOLID, Dicoding
- 5. Belajar Membuat Aplikasi Android untuk Pemula, Dicoding
- 7. Getting Started with Software Testing

(October 2021) (April 2021) (March 2021) (February 2021) (January 2021) (Januari 2024)