

# Fathullah Auzan Setyo Laksono

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## About Me

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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

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### Institut Teknologi Sepuluh Nopember Surabaya

(October, 2018 – October, 2022)

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

(January, 2021 – September, 2021)

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

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### 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

(September, 2022 – Present)

- 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 Word and Sequencediagram.org.

### Frontend Intern, PT. Andromedia

(February, 2022 – July, 2022)

- **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.

## Projects

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**Mushmate** : IoT and IOS apps for maintaining top-quality mushrooms with stable temperature and humidity. I responsible to create the IoT device to **control temperature and humidity** using ESP32 as its main processor. **Available on Appstore** (<https://apps.apple.com/id/app/mushmate-modern-mushroom-farm/id6468881469>)



**SizeAppa** : An IOS application designed to assist users in easily **recording their body measurements**. With an intuitive interface, users can accurately and efficiently store various body measurements. Using Core Data to save user data and preferences. **Available on Appstore** (<https://apps.apple.com/id/app/size-appa/id6473383266>)



**Splivu** : Split bill apps with Optical Character Recognition, Bill Management, and Bill Collaboration with unique code. Using CoreML and AVFoundation to **seamlessly scan bills and split it** according to user preference and CloudKit to save all bill data. **Available on Appstore** (<https://apps.apple.com/id/app/splivu/id6463192326>)



**Instanery** : Traveling IOS app that **generates instant itineraries based on user-preferred** destinations, sorted by distance. Using MapKit to display map and routing user destination and Alamofire to integrate with API.



A machine learning based android application to **detect hand shapes** in the form of sign language and translate them into letters. The main purpose of this application that we have created is so that ordinary people and people with hearing-impairments can communicate with each other better.

## Organization Experiences

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**Vice Chair of Communication and Information, Himatekkom ITS** (January, 2020 – February, 2021)

- Ensuring the smooth operation of the division by providing bonding activities for members within the division.
- 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

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### 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, Illustrator, Premiere, After Effect
- Language : Indonesian, English
- Soft Skill : Public Speaking, Collaboration, Team Communication

### Certification:

1. Belajar Membuat Aplikasi Flutter untuk Pemula, Dicoding (October 2021)
2. Belajar Android Jetpack Pro, Dicoding (April 2021)
3. Belajar Fundamental Aplikasi Android, Dicoding (March 2021)
4. Belajar Prinsip Pemrograman SOLID, Dicoding (February 2021)
5. Belajar Membuat Aplikasi Android untuk Pemula, Dicoding (January 2021)
7. Getting Started with Software Testing (Januari 2024)