ROYHAN

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SUMMARY

Informatics Engineering student at Budi Darma University with special interest in Android development. Have technical knowledge in Dart, Kotlin, and Java programming. Actively contributing as a Flutter teacher in the Budi Darma Programming Club Organization, adding to my experience in learning and applying technology.

ORGANIZATIONAL EXPERIENCE

Budi Darma Programming Club (BPC) – Medan, Indonesia
Flutter Teacher (Okt 2022 – Sekarang)

- Teaching the basics and fundamental principles of the Flutter framework.
- Demonstrate UI/UX learning using Figma and apply it to Flutter app development.
- Responsible for overseeing the final project that applies all learning concepts.
- Speaker in the "Beginner's Guide to Mobile Application Development (Flutter)" Workshop, where I delivered a basic understanding of the Flutter framework and the use of Firebase.

EDUCATION

Universitas Budi Darma (2021- Sekarang)
Informatics Engineering

- Grade Point Average (GPA): 3.62
- Participate in organizational activities (BPC) and become a Flutter Teacher

SMA SWASTA ERIA MEDAN (2018 - 2021)
Natural Science

TRAINING

Bangkit Academy 2023 By Google, GoTo, Traveloka (Agu 2023 - Des 2023)
MSIB Batch 5 : Android Learning Path

- Learn the basics of Kotlin programming and Android Studio libraries, especially Jetpack Compose.
- Understand API concepts and implement them in Android projects.
- Served as a Product Manager in the capstone project team responsible for the "Wild Nest" project, a wild plant and poisonous plant detection application. In my final project, I developed the application using Kotlin programming language. The app incorporates models from machine learning and uses Google Cloud storage as a database.

SKILLS

- **Programming Language:** Dart, Java, Kotlin.
- **Framework and Library:** Flutter, Jetpack Compose.
- **Database:** Firebase, Room.
- **Version Control:** Git, Github.
- **Interests:** Mobile Development, Software Development