

Muhammad Hilmy Noerfatih

hilmy.nrf@gmail.com | <https://www.linkedin.com/in/hilmynrf/>

Apple Developer Academy Graduate | Teaching Assistant | Bank Indonesia Scholarship Awardee |
Fresh Graduate Information Systems at University of Indonesia

EDUCATION

University of Indonesia

Bachelor of Computer Science
Major in Information System

Depok, Indonesia
July 2020 - Aug 2024 (Expected)

SKILLS

Knowledge : Project Management, Agile, Digital Marketing, Problem Solving, Teamwork.

Language : Python, Java, Swift, SQL, HTML, CSS, JavaScript.

Framework : SwiftUI, Spring Boot, Django, Flutter, Next JS, Pandas, Odo.

EXPERIENCES

Apple Developer Academy

Project Manager & Junior iOS Developer

Tangerang, Indonesia
Mar 2023 – Dec 2023

- Led several teams of 5+ members to develop and deploy high-quality **iOS applications** using **SwiftUI**.
- Conducted research with over **50+ potential users** to gather insights and improve app design and functionality.
- Released 3 MVP apps to Test Flight, achieving over **100 downloads** and **positive user engagement** within the first month.

Faculty of Computer Science, University of Indonesia

Teaching Assistant - Application Architecture and Programming Enterprise

Depok, Indonesia
Aug 2023 – Dec 2023

- Assisted in teaching enterprise application architecture and technology development to over 150 students, covering **architectural patterns**, **microservices**, and **scalable systems** using **Java Spring Boot**.
- Conducted **weekly tutorials** and **demo sessions**, enhancing students' understanding and application of complex concepts.
- Provided personalized mentorship to over **15 students**, contributing to their academic **growth** and **success**.

Faculty of Computer Science, University of Indonesia

Teaching Assistant - Data Structure and Algorithm

Depok, Indonesia
Feb 2023 – June 2023

- Assisted in teaching fundamental concepts and techniques for organizing and manipulating data efficiently, as well as **designing** and **analyzing algorithms** for **problem-solving**.
- **Created, tested, and provided solutions** for weekly lab assignments, ensuring they were challenging and aligned with course objectives.
- Supported **over 50 students** across multiple classes, offering guidance and feedback to improve their understanding and performance.

Faculty of Computer Science, University of Indonesia

Teaching Assistant - Introduction to Digital Architecture

Depok, Indonesia
Feb 2022 – June 2022

- Assisted in teaching the basics of digital systems, including **logic gates**, **combinational circuits**, **sequential circuits**, and **Assembly Language**, to over **150 students**.
- Conducted weekly and on-demand **tutorial sessions**, providing additional **support** and **reinforcing** course material.
- **Monitored student progress** throughout the semester, offering feedback and reporting directly to lecturers to ensure **academic success**.

ORGANIZATIONAL EXPERIENCES

UI E-sports Cup, University of Indonesia

Human Resource Specialist

Depok, Indonesia

Google Developer Student Clubs Universitas Indonesia

Community Member

Depok, Indonesia

PROJECT EXPERIENCES

KoKa - Deaf Child Learning Apps

Apple Developer Academy

Tangerang, Indonesia

Sept 2023 – Dec 2023

I'm the Project Manager for KoKa. KoKa is an iOS innovative app designed to empower parents to effectively educate their **deaf children**, and expand their vocabulary, particularly in abstract concepts. Using **visual context** and **Interactive user interface** to help deaf children learn new vocabulary. Collaborating with many experts and communities to define the problem and give out precise solutions to the problem.

JaKeTi - MRT Location Based Scheduling

Apple Developer Academy

Tangerang, Indonesia

July 2023 – July 2023

I'm the Developer for JaKeTi. Jaketi is an iOS app created based on real MRTJ study cases where we scan through MRTJ problems and room for improvement. JaKeTi uses **Location Based Service** and **Push Notification** to give the best scheduling, event, and promos for the passenger.

Integrated Pest Management System

Information System Development Project Course *Mar 2023 – June 2023*

Depok, Indonesia

Project Manager and **Developer** for the Integrated Pest Management System (IPMS), I led the creation of a web-based platform to digitize and centralize pest control processes. Key features include Dashboard, Inventory, Scheduling, Notifications, Complaints, and Reporting. The backend uses **Java Spring Boot**, the frontend uses **Next.js** with **Tailwind CSS**, and the system employs a **microservice architecture** for scalability.

https://www.instagram.com/p/Ctaur85r503/?img_index=1

Slowlab Apps - Healthcare

Platform-Based Programming Course

Depok, Indonesia

Aug 2021 – Dec 2021

I'm a **Designer and Developer** for this project. Slowlab Apps was a website owned by a health laboratory to promote its services. Using **Django Python as the web framework** and **Flutter as the mobile application framework**.

CERTIFICATION

[Google] Fundamentals of Digital Marketing

<https://skillshop.exceedlms.com/student/award/nnHeecfGGkoiyNugDpdf6Y3a>

Jakarta, Indonesia

May 2024

[Udemy] Google Workspace (G Suite)

<https://www.udemy.com/certificate/UC-1530129a-bb3b-4b6e-818d-188c5090a8cc/>

Jakarta, Indonesia

May 2022

[Udemy] SQL

www.udemy.com/certificate/UC-fa16c462-1a3a-4e11-9f80-3a2b78a6c93e/

Jakarta, Indonesia

May 2022

[Udemy] Python Programming

www.udemy.com/certificate/UC-c726beda-d16a-457e-b2f7-1de5d2e492f9/

Jakarta, Indonesia

May 2022