Fadrian **Yhoga** Pratama

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SUMMARY

Computer Science student who loves building full-stack web apps, especially on the frontend. I like building digital products to solve real problems while making sure users actually enjoy using them. I've also had some experience leading small teams and working with people from different roles, which really helped me grow in terms of communication and adaptability. I'm always curious, enjoy learning new things, and like working on real projects where I can improve my skills and see the actual impact of what I build.

WORK EXPERIENCE

MOLADIN

Frontend Developer Intern   *May 2025 – Present*

- Developed frontend for the Task Engine and Monitoring module, used for managing internal reporting workflows.
- Built and maintained the Messaging Service Dashboard for creating and managing notification messages displayed in the inbox of internal and dealer applications.
- Worked primarily with React for frontend implementation and MySQL for managing related data schemas. Collaborated using Bitbucket for version control and DBeaver for database inspection and debugging.
- Participated in sprint-based development, regularly syncing with product and engineering teams to ensure timely delivery of assigned features.

SELECTED PROJECT EXPERIENCE

LANCAR

Partnered With PT Dimensi Kreasi Nusantara — Software Engineering Project Course

- Built a Point-of-Sale (POS) system for MSMEs (Micro, Small, and Medium Enterprises) in collaboration with an industry partner.
- Worked as a full-stack developer with primary responsibility on the frontend, focusing on clean UI/UX and responsive design.
- Utilized Agile development methodology, structured into four sprints to plan, build, and iterate based on continuous feedback. Participated in regular sprint planning, reviews, and retrospectives to ensure timely delivery and alignment with user needs.

LOOPY

- Collaboratively designed an engaging and user-friendly UI/UX for Loopy, an interactive programming learning application with diverse language options, ensuring smooth navigation and reducing user confusion.
- Developed a functional prototype that effectively visualized the app's features and workflow, enhancing user understanding and engagement.
- Successfully advanced to the final round and became a Finalist in the UI/UX Design Competition at the Computer and IT Event Universitas Pertamina (CITE UP).

EDUCATION

UNIVERSITAS INDONESIA   Depok, Jawa Barat

Bachelor of Computer Science.   *Expected May 2026*

Relevant Coursework: Software Engineering Project, Platform Based Programming

SKILLS & INTERESTS

Programming Languages: Python, Java, JavaScript, TypeScript, SQL, React
Frameworks & Tools: Figma, Django, Node.js, Next.js, Bootstrap, Tailwind, Docker, Dbeaver, Postman
Professional Skills: Creative, Collaboration, Critical Thinking, Responsibility, Team Leadership, Excellent Communication, Problem Solving, Attention to Detail, Product Thinking, Agile Development, Public Speaking
Language: English (Fluent), Indonesia (Native)
Interests: Music, Movie, Car, Manchester United