

Muhammad Chandra Ramadhan

Full-Stack Software Engineer, Machine Learning Engineer

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SUMMARY

Versatile Software Engineer with a solid foundation in full-stack development, mobile application engineering, and machine learning. Proven track record in building robust end-to-end solutions, from designing responsive frontend interfaces to engineering scalable backend systems using technologies like Laravel, Node.js, and SQL. Expert in applying Clean Architecture (MVVM) and Agile methodologies to deliver user-centric software. Passionate about leveraging advanced AI features to create modern, high-performance applications across web and mobile platforms.

EDUCATION

Bachelor's degree in Informatics Engineering, Raja Ali Haji Maritime University | Tanjungpinang, Indonesia

Bachelor of Engineering (Sep 2022 - Sep 2026)

- **GPA** (3.85/4)
- **Relevant Courses:** Deep Learning, Machine Learning, Data Structures & Algorithms, Object-Oriented Programming, Software Engineering, Computer Networks.
- **Thesis Title:** Performance Analysis of Local Training on a Mobile Waste Classification System Based on Federated Learning Using the Efficientnet-B0 Pre-Trained Model

Vocational High School (SMKN 4 Tanjungpinang) | Tanjungpinang, Indonesia

Software Engineering (Jul 2019 - Jun 2022)

- **Relevant Courses:** Web Development, Mobile Development, Desktop App Development, Computer Network

PROFESSIONAL EXPERIENCE

Apple Developer Academy @ Infinite Learning | Batam, Indonesia

iOS Developer (Mar 2025 - Dec 2025)

- Conducted in-depth user research and analysis to inform key decisions on feature prioritization and the overall user experience design of the mobile application.
- Engineered a high-performance iOS application using SwiftUI and Apple native frameworks, reducing app load time by 20% and achieving a 4.5+ star rating during user testing sessions.
- Utilized Agile/Scrum to collaborate with cross-functional teams, reducing feature deployment cycles by 15% through streamlined CI/CD pipelines and efficient Git version control.

Google Student Ambassador Indonesia | Batam, Indonesia

Social Media Ambassador (Sep 2025 - Dec 2025)

- Designed and executed social media campaigns and online educational sessions focused on Google's Artificial Intelligence (AI) features, reaching over a thousand audience across Indonesia.
- Promoted Google AI technologies and products (such as Gemini, Google Lens, or AI features in Workspace) through engaging and easy-to-understand content, successfully increasing public awareness.
- Analyzed social media trends and audience feedback to develop more effective content strategies, ensuring AI educational materials were relevant and had a direct impact on the community.

Dinas Pekerjaan Umum dan Penataan Ruang Kota Tanjungpinang | Tanjungpinang, Indonesia

Intern Web Developer (Jan 2021 - Mar 2021)

- Developed and implemented a functional, public-facing institutional profile website from scratch, utilizing PHP for server-side logic and HTML5 markup.

- Coordinated actively with other departmental teams to design and execute the integration of links between various service websites, improving user accessibility to the centralized public service ecosystem.
- Ensured code quality standards and the fundamental website architecture, supporting ease of maintenance and potential scalability for future content.

ORGANIZATIONAL EXPERIENCE

UMRAH Robotic Club | Tanjungpinang, Indonesia

Head of A.I Programmer (Nov 2024 – **Nov 2025**)

- Led and directed the AI division in strategic formulation, system design, and program optimization, specifically focusing on the development of artificial intelligence for autonomous vehicles.
- Served as a mentor and consultant for junior programmers, providing intensive technical guidance in PyTorch/TensorFlow and deep learning architectures, resulting in improved competency and timely project completion.
- Managed and facilitated weekly consultation sessions to review the codebase and implementation strategies, enhancing code quality, and accelerating the team's AI model development iterations.

WAVE Game Community | Tanjungpinang, Indonesia

Unity Developer (Oct 2022 – **Dec 2024**)

- Developed and implemented game scripts using C# and the Unity Engine, ensuring optimal and bug-free game functionality.
- Coordinated closely with the design team (Game Designers and Artists) to translate visual concepts and game mechanics into functional code, ensuring technical implementation aligned with the design vision.
- Provided technical guidance and mentorship to junior programmers on code troubleshooting and Unity best practices, which accelerated the team's learning curve and improved overall code quality.
- Actively participated in the code review process to identify and resolve potential performance bottlenecks, enhancing the efficiency and stability of game projects.

HONORS, AWARDS & SKILLS

- **Exchange Programs:** Apple Developer Academy @ Infinite Learning (2025), Samsung Innovation Campus Batch 6 (2024)
- **Competitions:** Indonesian Ship Contest (Kontes Kapal Indonesia) in the Autonomous Surface Vessel Division (2025), Gemastik XVII Programming & Cyber Security Division (2024)
- **Certifications:** Apple Developer Certification (2025), Finalist Autonomous Surface Vessel (ASV) Prototype Development & Performance (2024), 2nd Winner in the IT LKS Software Solution for Business Competition (2021)
- **Volunteering:** AI Mentor at UMRAH Robotic Club for Autonomous System Integration (2025), IT Mentor at SMKN4 for LKS It Software Solution for Business (2023)
- **Projects:** Paletio : iOS App for Color Mixing Formula Guidance (2025), UMRAH Robotic Profile Website (2025), Mobile Waste Classification System (2025), Autonomous System for Surface Vessel Ship Prototype (2024), BPMP Kepulauan Riau Website Profile (2024), IoT Monitoring System for Temperature and Humidity (2024), Smart Cheat Assessment Detection with YOLO (2024)
- **Technical Skills:**
 - **Web & Backend Development:** Laravel, FastAPI, Express.js, PHP, Go, JavaScript, Node.js, React.js, MongoDB, PostgreSQL, Docker, AWS, MVC, Clean Architecture, Rest API, Git, GitHub.
 - **Mobile Development:** Swift, SwiftUI, UIKit, Kotlin, Jetpack Compose.
 - **Machine Learning & AI :** Python, PyTorch, TensorFlow, Deep Learning, Computer Vision.
- **Interpersonal Skills:** Leadership, Mentorship, Cross-functional Collaboration, Strategic Planning, Technical Communication.
- **Languages:** Fluent in English, Native in Indonesian.