

ADI PRASETYA

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PROFILE

Results-oriented Computer Science student with a year of experience in software development. Proficient in Kotlin and Laravel with a track record of developing and deploying mobile and web applications. Proven ability to quickly adapt to new technologies and collaborate effectively in a team. Seeking to contribute to innovative projects as a Mobile, Back-end, or Full Stack Developer.

EDUCATION

Bachelor of Informatics, Universitas Sebelas Maret 2021 - Present

- **IPK:** 3.64/4.0
- **Relevant Course:** Computational Network, Mobile App Development, Website Development, Software Engineering, Database System

EXPERIENCES

Life Media (PT. SaranaInsan MudaSelaras) August 2025 – Present

as Android Developer

- Develop Android TV features (in-room entertainment, info channels, promo signage) using Kotlin / Java.
- Drive bug triage, root-cause analysis, and scoped fixes, ensure stability across diverse Android TV devices.
- Integrate with Laravel-based REST APIs for authentication, content management, and room/hotel data sync.
- Optimize build/release flow and versioning & collaborate with product via GitHub and issue tracking.

Dinas Perkim Kota Bontang (Freelance) Sept 2025 – Dec 2025

as Mobile Developer

- Led end-to-end development of the Smart Bontang mobile application from scratch using Flutter, delivering a scalable production-ready app.
- Architected the codebase with Clean Architecture and a feature-based modular structure to enforce separation of concerns and improve long-term maintainability.
- Built two distinct product experiences within one app: Citizen (view personal/property data, track aid application status) and Admin Operator (hierarchical dashboard by District/Sub-district/RT, resident search by ID/Name).
- Implemented secure JWT-based authentication (Register/Login) and integrated REST APIs for all data consumption and synchronization.
- Integrated Firebase Cloud Messaging (FCM) to deliver real-time user alerts (e.g., registration confirmation and critical notifications).

Narajiwa (Freelance)

July 2025 – October 2025

as Android Developer

- Developed a WebView-based Android application tailored to client specifications.
- Set up and optimized the Android project, including advanced WebView handling (custom URL schemes, error page management, etc.).
- Integrated Firebase Cloud Messaging (FCM) for reliable push notifications in both foreground and background states.
- Conducted thorough testing, prepared metadata, built final release (AAB), and deployed the app to Google Play Store.

Universitas Sebelas Maret

January 2024 – July 2024

as Teaching Assistant for Mobile App Development

- Led 15 sessions for 103 students, teaching fundamental concepts of mobile application development using Kotlin.
- Improved student understanding of mobile app development by leading 15 sessions on key concepts like Kotlin programming, OOP, and Android UI architecture.
- Instructed students on writing simple programs in Kotlin, implementing basic OOP principles, creating and explaining native Android project components, and designing application layouts.
- Taught navigation implementation, activity and fragment creation, and explained the UI layer architecture of Android applications.
- Provided guidance on data storage concepts, RecyclerView implementation, and integrating mobile applications with internet-dependent features.
- Introduced students to the Repository pattern and WorkManager concepts, emphasizing their importance in application development.

Digikidz Indonesia

January 2024 – June 2024

as Part Time Teacher

- Preparing the class, teaching, and evaluating the class to fulfill DigiKidz teaching standards and curriculum requirements.
- Attending curriculum briefings and teaching training.
- Providing management with better and more creative ideas for better teaching quality.
- Teaching private or groups of kids around 5 - 18 years old for different course level and curriculum.

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka

August 2023 – December 2023

as Mobile Development Cohort

- Completed all courses and submissions within the Android Development Cohort, demonstrating proficiency in various aspects of Android app development.
- Attendance at 100% of Instructor-Led Training (ILT) and obligatory sessions demonstrated a dedication to continual learning, ensuring a comprehensive awareness of the latest industry insights and technical breakthroughs.
- Collaborated with a team of 7 people on a defined product capstone, constructing the UI/UX design and developing the mobile app for the created capstone product.

as Teaching Assistant for Operating Systems Course

- Created an engaging learning environment for 35 students, incorporating innovative teaching methods to enhance understanding.
- Led practical lessons on Windows and Linux (Ubuntu) systems, imparting critical expertise.
- Reviewed 150 assignments, provided constructive feedback, and offered personalized support to ensure topic mastery.

PROJECTS

ShotAnalyst: Basketball Motion Detector

2024

as Android Developer

- Developed an Android app as a Front End for detecting basketball shooting motions using Kotlin.
- Implemented a user-friendly interface for players to upload or record basketball motion videos and receive classification results (e.g., lay-up, jump shot) with prediction accuracy.
- Integrated machine learning model for motion detection and classification via Flask API.
- Implemented Firebase Auth for authentication and integrated News, Articles, and History features to enhance user experience.

ChickCheck: Chicken Diseases Detector 2024

as Android Developer

- Developed an Android App as a Front End for detecting chicken diseases using Kotlin.
- Implemented a user-friendly interface for farmers to upload chicken diseases photos and receive diagnosis results.
- Integrated machine learning models for real-time disease prediction using Flask with an accuracy up to >90%.
- Implemented Firebase Auth for authentication and Firebase Realtime Database for history features.

Karangmalang Website

2024

as Full Stack Developer

- Designed and implemented a responsive website using Laravel, Bootstrap, and other frameworks for Karangmalang Village.
- Developed features such as landing pages, public information, articles for the visitors and manage the database using administrator dashboard for the administrator.
- Integrated a backend database to manage the database efficiently using MySQL.
- Deployed the website on a hosting platform to ensure accessibility and scalability for the users.

NutriMate: Calories Prediction and Food Planner

2023

as Android Developer

- Created an Android App as Front End for personalized calorie prediction and food planning using Kotlin and Jetpack Compose for the User Interface.
- Designed and implemented key features such as notifications, user authentication (using Firebase Authentication), user preferences, meal recommendations, reminders, and meal planning.
- Integrated machine learning models to provide real-time meal recommendations based on user preferences.
- Utilized REST APIs to support features such as drinking reminders, menu management, meal planning, and user preference settings.

SKILLS

- **Languages & Frameworks:** Kotlin, PHP, C, C++, Java, JavaScript, Python, HTML, CSS, Bootstrap, Laravel.
- **Mobile Development:** Android app development with Kotlin, integrating APIs and Firebase services.
- **Web Development:** Responsive and interactive web applications using HTML, CSS, JavaScript, PHP, and Laravel.
- **Database Management:** Design and administration of relational databases (MySQL, MSSQL) with strong SQL expertise.
- **Tools & Platforms:** Git, GitHub, Windows, Linux.
- **Certifications:** Proficient in English for business communication (The British Institute, overall score 82%).