ARIANTO ZAKI HAMDALAH

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Kanigoro - Kras - Kediri - Jawa Timur - 64172

Informatics Engineering Specialist with experience in Software Engineering focused on Mobile Developers.

Work Experiences

AgileTeknik Network - **Surabaya, Indonesia**   Jan 2024 - Jul 2024

Intership - Mobile Developer

A software company that develops some apps using Agile development methodologies.

- Development in the form of Agile Development.
- Creating the DailyPlan Project to facilitate users in tracking habits and automating time slices for user meeting planning (Not Published - for PENS only).
- Developing Niko Mood to provide analysis and capture mood data from students as a form of implementing Niko-Niko Mood.
- Developing SECI Note to implement note taking to convert from tacit to explicit.

Agile Product Base Learning - **Surabya, Indonesia**   Feb 2023 - Dec 2023

Mobile Developer

A learning program to create agile-based projects and collaborate with industry from the SimHive Group.

- Development in the form of Agile Development.
- Developing a Simple Wallet Application to record expenditure and income transactions easily with the main features Voice to Transaction and Receipt Scan.

Education Level

The Electronic Engineering Polytechnic Institute of Surabaya - **Sepuluh**   Jul 2021 - Jun 2025 (Expected)
Nopember Institute of Technology, Kampus Jl. Raya ITS, Keputih, Sukolilo,
Surabaya, East Java 60111

Bachelor Degree in Bachelor Degree in Management, 3.66/4.00

- Soft Skills: Agile (Agile Fundamental: Agile Mindset, Agile Manifesto, Agile Principles; Scrum Values: Courage, Focus, Commitment, Respect, Openness).
- Hard Skills: Clean Code, Clean Arcitecture, Quality Assurance, UI/UX, Konsep Pemrograman, Algortima & Struktur Data, Agile Developmen, OOP, Design Pattern.

Organisational Experience

UKM SofDev Pens - **Surabaya, Indonesia**   Feb 2023 - Jul 2024

Member - Level 2

Organizations that operate in the field of software development and teach or provide students to be able to create software-based products or projects independently.

- Apply Design Thinking methodology to develop user-based products.Using collaboration tools to develop products and at the same time help in participating in competitions.

Skills, Achievements & Other Experience

- **Soft Skills** (2024): Agile Developemnt Cognitive Bias, Ikigai, Antipatterns, Human Capital Development, Individual Development - (AgileTeknik Network).
- **Soft Skills** (2024): Gratitudude, Resilience, Proactive, Growth Mindset, Highly Motivated, Openness, Courage, Respect, Commitment, Focus, Trustworthy, Self Organized - Individual (AAM - AgileTeknik Agility Model).
- **Soft Skills** (2024): Trust Others, Supportive, Safe-to-Fail, Cross-Functional, Shared-Knowledge, Fair Privilege, User-Centric, Reflective, Adaptive - Team & Environment (AAM).
- **Soft Skills** (2024): Collaborate Daily, Face to Face, Constant Pace, Simplified Work, Frequent Delivery, Collaborate with Customers - Porocess (AAM).
- **Hard Skills** (2024): Dart/Flutter, C, Java, HTML + CSS (Bootstrap) - Language Programming.
- **Hard Skills** (2024): Git, Android Studio, Google Spreadsheets, Agile Teknik Platform, Figma, Zoom - Tools.
- **Hard Skills** (2024): Testing McCall Level 1-5 (Correctness, Reliability, Usability, Integrity, Efficiency) - Quality Assurance.
- **Hard Skills** (2024): Laws of UX (Fitt's Law, Hick's Law, Jakob's Law, Miller's Law, Doherty Treshold, Pareto Principle, Postel's Law, Von Restorff Effect), 10 Usability Heuristics, 5 Layers of UX, Interaction Cost Analysis, User Story, Lean Canvas, Competitive Analysis, Design Thinking & Dobule Diamond - UI/UX.
- **Hard Skills** (2024): Waste Detection (3M & DOWNTIME), Design Thingking, SOLID Principles, UML Diagram, Clean Code (Code

Smells + Refactoring), Clean Architecture, Design Patterns, SECI Model - Agile Practices.

- **Projects** (2023): Simple Wallet Apps - Tim & Collaboration with AgileTeknik Network (Ready on Play Store).