

Muhammad Grandiv Lava Putra

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EDUCATION

Gadjah Mada University **Sleman, Indonesia**
Bachelor of Science in Information Technology Expected 2026

- **Relevant Coursework:** Object-oriented Programming, Computer Networks, Data Structures and Algorithms, Computer Architecture, Data and Computer Communications, Computer Programming

SMA Negeri 1 Yogyakarta **Sleman, Indonesia**
Math and Science May 2022
Enrolled in IT class and became an SNMPTN recipient with an average academic score of 90.47

EXPERIENCE

KMTETI FT UGM **Sleman, Indonesia**
Member, Mobile Development Jan 2024 – Feb 2024

- Brainstormed with a team, which led to the decision to choose the smart city as the project theme for the final project
- Engaged in discussions with two mentors from Fintech and Investree companies throughout the development of the mobile application
- Developed an Android version for Food Rescue and Allocation (FOREAL) using Android Studio to contribute to SDG Zero Hunger. The application is written in Kotlin and Java
- Achieved the first-place title for the best project

NESCO UGM **Sleman, Indonesia**
Frontend Staff, Web Developer Oct 2023 – Present

- Developed a responsive website for the National Electrical Power System Competition using React.js and Tailwind CSS
- Coordinated with the web development team to transform the Figma design into a functional React application

Lustrum DTETI XII **Sleman, Indonesia**
Staff, Sponsorship and Fundraiser Nov 2023 – Feb 2024

- Collaborated with a team to craft a comprehensive sponsorship proposal
- Initiated contact with companies via phone and email
- Orchestrated meetings and engaged in discussions that resulted in successful negotiations
- Analyzed and recommended sponsorship package options for companies, taking resource considerations into account
- Implemented strategies that led to successful partnerships with 17 companies, encompassing both small and large businesses

KMTETI FT UGM **Sleman, Indonesia**
Member, Data Science Training Aug 2023 – Nov 2023

- Developed a machine learning model using pandas and numpy libraries to predict Mathematics, Reading, and Writing grades based on demographic information
- Conducted Exploratory Data Analysis to examine the characteristics of students who passed in Mathematics, Reading, and Writing based on their demographic information

- Formulated 8 pertinent questions to discern key characteristics and presented the findings through graphs and charts

Information Technology DTETI UGM

Sleman, Indonesia

Student, Object-oriented Programming

Aug 2023 – Dec 2023

- Collaborated with a team to develop the Food Rescue and Allocation (FOREAL) desktop app in Visual Studio, aligning with the SDG Zero Hunger initiative
- Led the planning, design, and creation of the user interface for the FOREAL app
- Illustrated the connection between the user, app, and server by drawing a UML Use Case Diagram.
- Established a Microsoft SQL database, deploying it in Microsoft Azure for robust data management
- Implemented an API with GET and POST methods on Microsoft Azure, thoroughly testing the API endpoints using Postman and Swagger
- Conducted the refactoring process to enhance code readability
- Integrated the component-based NuGet Newtonsoft.JSON to convert between .NET types and JSON types
- Authored the final report, covering comprehensive details, including both general and technical information about the app

KMTETI FT UGM

Sleman, Indonesia

Member, Web Development 2 Training

Feb 2023 – May 2023

- Developed a responsive to-do list web application using the Next.js framework for the final project
- Applied styling to the web application using Tailwind CSS

Night Login DTETI UGM

Sleman, Indonesia

Member, Game Developer

Mar 2023 – Jan 2024

- Acquired proficiency in game development with Unity, culminating in the creation of a 3D game project

Badan Nasional Sertifikasi Profesi (BSNP)

Yogyakarta, Indonesia

Staff, Data Administration

Apr 2022 – May 2022

- Assisted with technical tasks, particularly in the management of participant data for the Competency Test Assessment

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in Indonesian; Professional Working Proficiency in English; Conversational Proficiency in Javanese

Technical Skills: JavaScript, Python, Tailwind CSS, React.js, C#, C++, HTML, Exploratory Data Analysis, Machine Learning, Pandas, NumPy, Git & GitHub, Kotlin, Firebase, Microsoft SQL, MongoDB, Teamwork, Problem-Solving, Time Management, Communication

Certifications & Training: Mobile Development Bootcamp (2024), Duolingo English Proficiency Certificate - 140 (Jan 2024), Data Science Training (Jan 2024), Web Development 2 Training (Jun 2023)

Hobbies & Interests: Web Development, Mobile Development, Cyber Security, Software Engineering, Data Science, Making Self-Made Projects, Video Games, Movies, Music, Walking, Working Out, Martial Arts