Ahmad Rifai

Software Engineer

Summary

Versatile software engineer with 6 years experience in mobile front-end development. Specializing in Flutter and Native Android development, with expertise in implementing UI/UX designs. Strong problem-solving skills, adaptability to new technologies, and ability to thrive in both freelance and full-time remote roles.

Extensive experience collaborating remotely with diverse clients ranging from small businesses to state-owned enterprises. Actively seeking remote opportunities to contribute expertise to frontend mobile projects.

Personal Information

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Github : https://github.com/rifai

Skills

- Mobile Development: Flutter, Android (Java/Kotlin), Cross-platform Development
- UI/UX Implementation: Design Integration, Responsive UI, User Interaction
- Other Technologies: React Native, Node.js, Laravel
- Databases: MySQL, PostgreSQL
- Tools: Figma, Inkscape, GIMP, Notion, Jira, Microsoft Teams
- Game Development: Unity3D, Blender3D, Inkscape, GIMP

Education

Bachelor Degree of Software Engineering (2007 - 2011)

Institut Teknologi Sepuluh Nopember, Indonesia

Work Experience

Freelance Mobile Developer (2017 - present)

- Successfully completed multiple projects, delivering high-quality mobile applications for clients.
- Collaborated with various state-owned companies on mobile application projects, delivering high-quality and customized solutions.
- Developed mobile applications using Flutter and Android, focusing on front-end development, translated UI/UX designs (Figma, Corel, Photoshop) into functional user interfaces.
- Stay updated with the latest trends and advancements in mobile app development, exploring new technologies and frameworks to enhance project capabilities.

Game programmer at [Crescentyr](#) (Oct 2018 - Jun 2023)

- I worked as a gameplay programmer on various project-based assignments focused on developing educational games for preschool and elementary school students.
- Collaborated with clients from legendsoflearning.com to understand their specific requirements and translate them into engaging and interactive gameplay experiences.
- Utilized Unity3D game engine and C# programming language to implement core gameplay mechanics, features, and systems.

Game programmer at [Mojiken Studio](#) (Feb 2016 - Jan 2018)

- I worked as a gameplay programmer for the development of **She and the Light Bearer**, a captivating point-and-click adventure game released on the Steam platform in 2019.
- Developed and implemented core gameplay features and mechanics using Unity3D game engine, utilizing C# programming language.

Selected works

Mobile CRM PROMOSI

Client: Indonesian Investment Coordinating Board (BKPM)
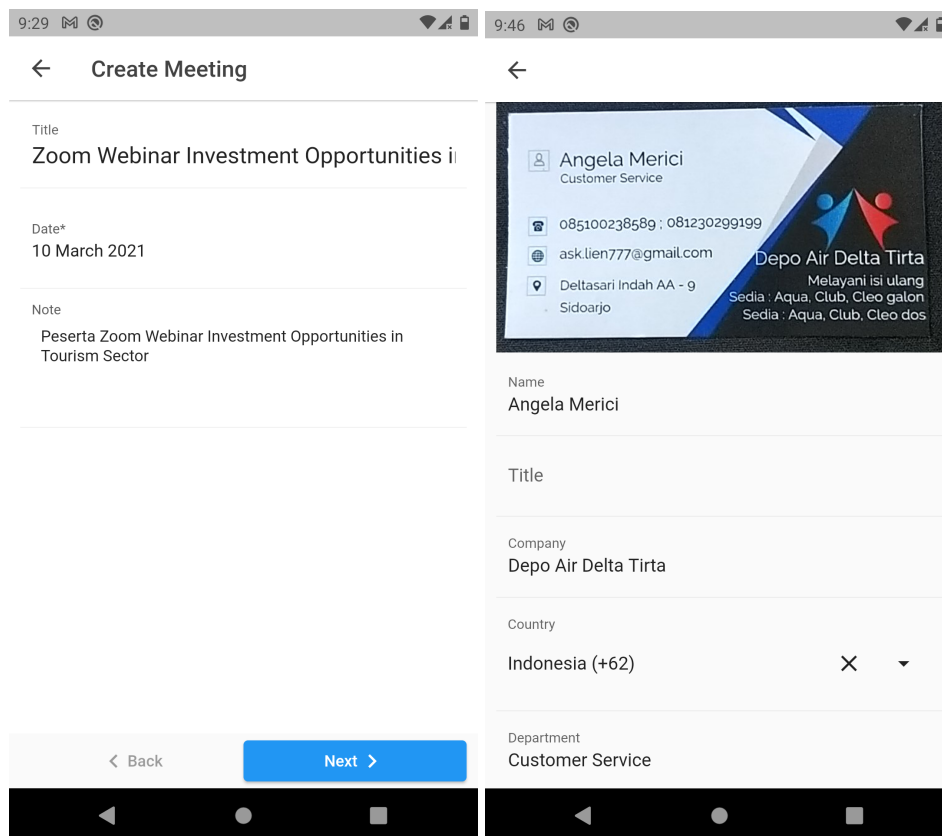**Duration**: Oct 2021 - Dec 2022
Technologies Used: Flutter, Dart, Camcard.
Description:
Indonesian Investment Coordinating Board is an Indonesian government agency responsible for coordinating and facilitating investment activities in Indonesia.
Mobile CRM PROMOSI is a mobile version of an existing web application (CRM PROMOSI) using Flutter and integrating business card scanner API using third party service (Camcard). CRM PROMOSI is a tracking and monitoring system for meetings, projects, companies, business contacts between BKPM/IIPC/TPT and potential foreign investors.

OH SMART TOOLS

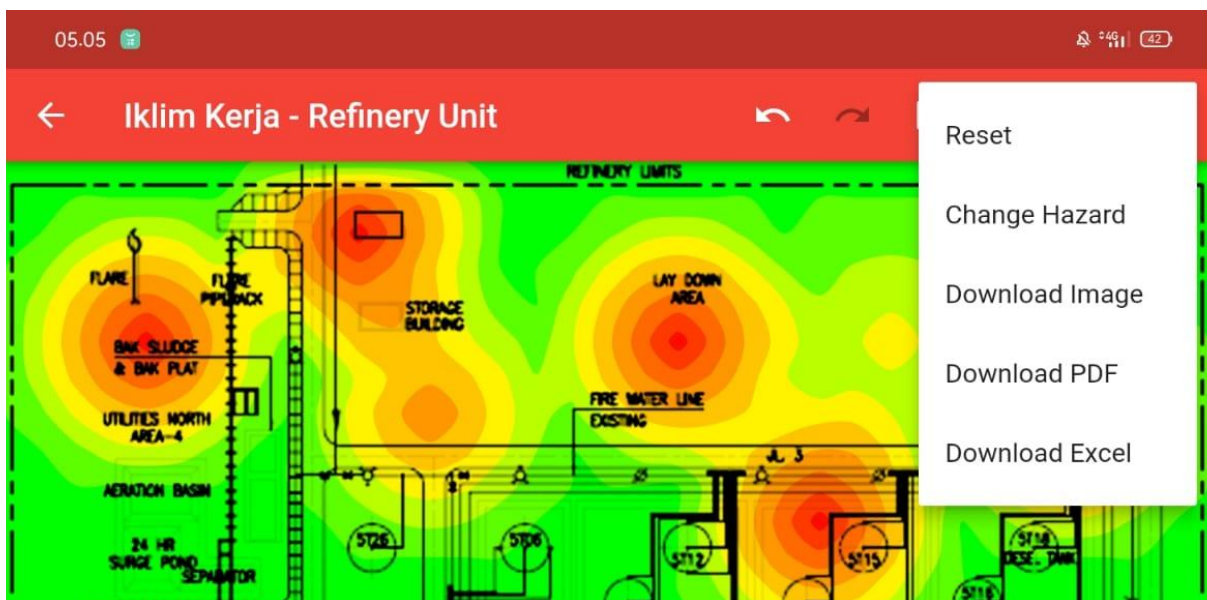**Client**: PERTAMINA REFINERY UNIT VII - KASIM, PAPUA BARAT
Duration: Nov 2021 - Jul 2022
Technologies Used: Flutter, Dart, Android, Plotly
Description:

Pertamina is the state-owned oil and natural gas corporation of Indonesia. It is one of the largest and most prominent energy companies in the country and plays a crucial role in the exploration, production, refining, distribution, and trading of oil, natural gas, and other energy-related products.

OH Smart Tools is a mobile application designed to ensure the safety of workers in a factory environment by monitoring and visualizing hazard levels. The app focuses on implementing graphics using Plotly to provide users with a clear understanding of the hazard levels and facilitate effective decision-making.
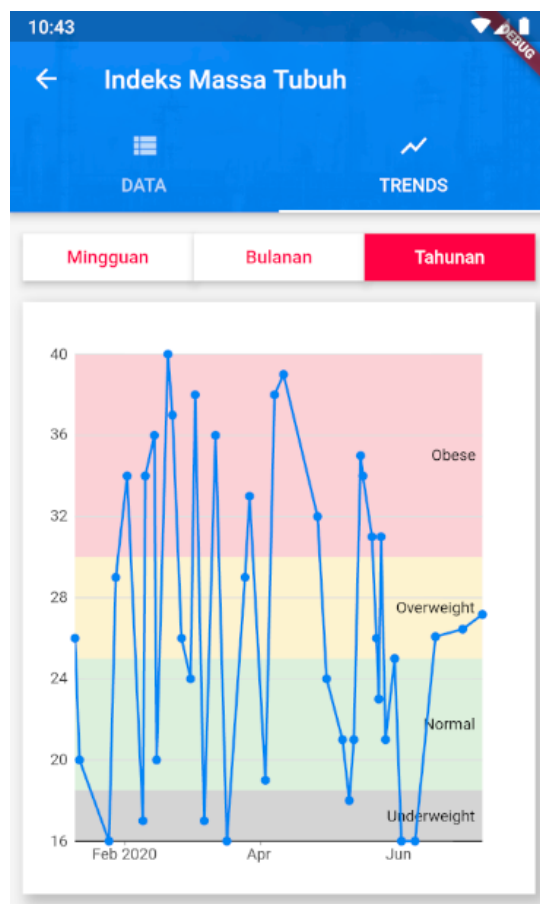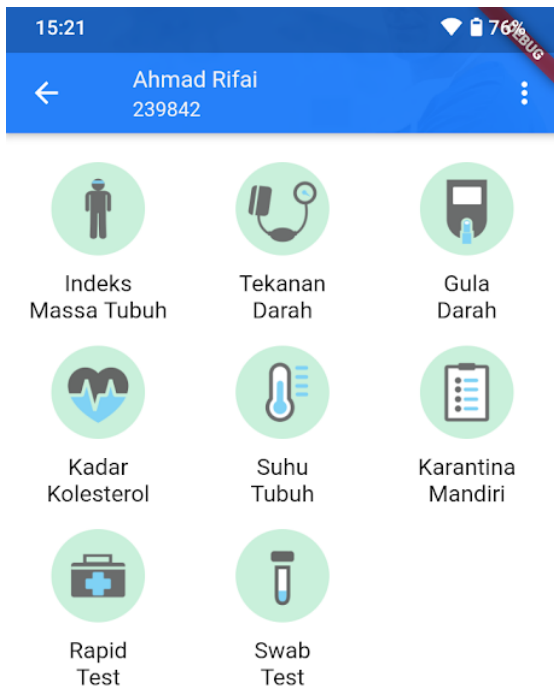
I-HOTS

Client: PERTAMINA REFINERY UNIT VII - KASIM, PAPUA BARAT
Duration: Jun 2020 - Dec 2020
Technologies Used: Flutter, Dart, Charts
Description:
This application features the capability to monitor self-quarantine processes and various other health parameters (BMI, body temp, cholesterol, blood sugar), seamlessly integrated with Pertamina's employee nametag and login server.

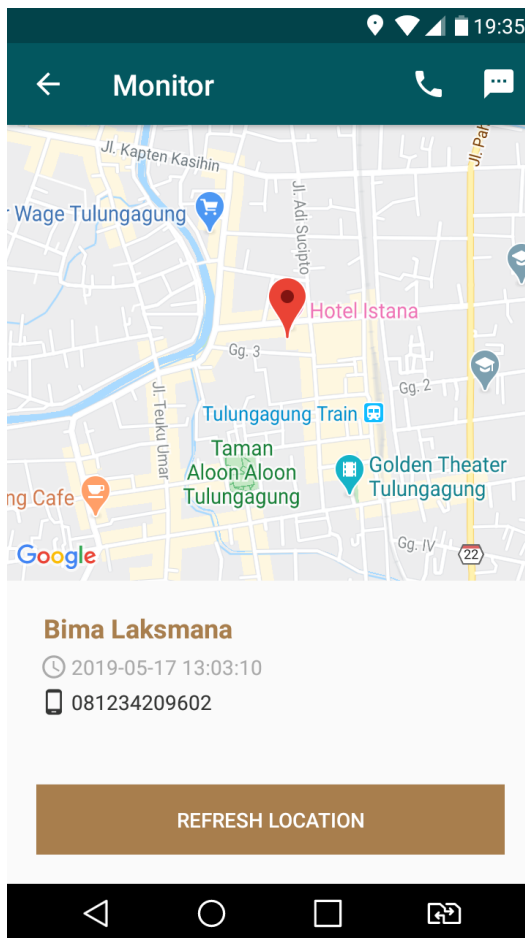# MARKETING MONITORING SYSTEM
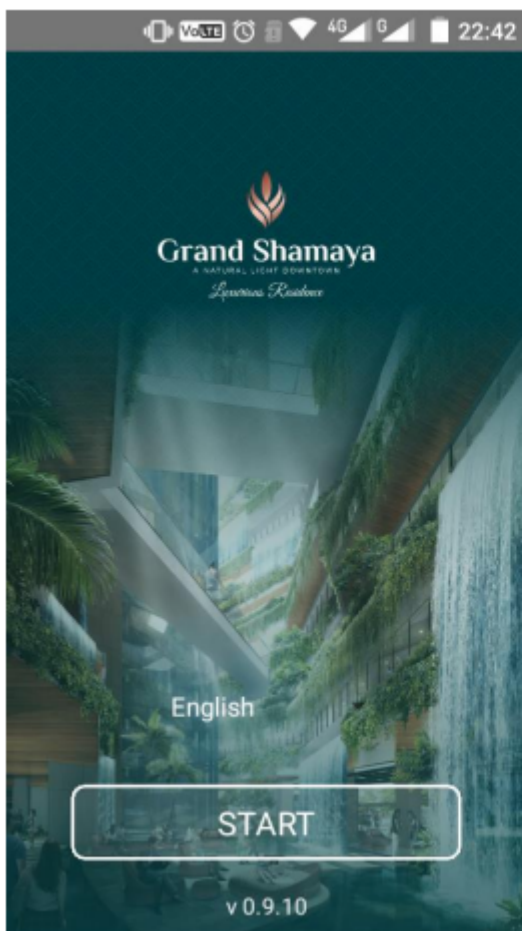
Client: PP PROPERTY (GRAND SHAMAYA)

Duration: May - Aug 2018

Technologies Used: Android, Java, Google Maps, Location API

Description:

PP Properti (Pembangunan Perumahan Properti) is an Indonesian state-owned enterprise that specializes in property development and real estate projects.

Marketing Monitoring System is an application that offers key features, including event reminders, access to promotional materials, reporting functionalities, and activity monitoring through GPS and Google Maps integration.

Meducine App

Client: Meducine.id
Duration: Jul 2020 - Mar 2021
Technologies Used: Flutter, Video Player, PDF Reader, Rest API
Description:
Meducine is a Medical education membership website with over 5000+ members and 100+ presenters. Developed Android version of Meducine using Flutter.