MUHAMMAD IVAN MUNTAHIR

Tuban, ID | +62 82131894237 | ivanmuntahir26@gmail.com

linkedin.com/in/muhammadivanmuntahir | https://ivanmuntahir.github.io/my-portfolio

SUMMARY

Computer Engineering Bachelor with expertise in diverse software development realms, including web (PHP Laravel, ReactJS) and VR using the Unity engine. A highly motivated individual with a passion for staying abreast of cutting-edge technologies. Committed to continuous learning, with a proactive mindset to acquire new skills and stay abreast of emerging technologies. Eager to apply a solid foundation of skills to contribute to dynamic projects while maintaining a commitment to continuous learning and technological growth.

WORK EXPERIENCES

Metanesia (PT. Telkom Indonesia)   Remote Jakarta

Unity Developer   Sep 22 – Dec 23

- Working in virtual stage team division to develop metaverse application called Metanesia
- Integrating API to metaverse application and using postman to test each endpoint
- Actively participated in daily stand-up meeting and weekly sprint by reporting progress and engaging in proactive questioning. Demonstrated a keen interest in clarifying project aspects and provided constructive suggestions
- Working with RnD team to research new features and implement to existing production application
- Fixing bug and reporting by using project management such as Notion and JIRA
- Utilize : Unity3D, C#, Blender, JIRA, Postman, Gitlab, PlasticSCM, Agile and Scrum Method

PT. PAL Indonesia (Persero)   Surabaya, ID

Web Developer Intern   Jan 21 – Apr 21

- Working on Teknologi Informasi Division to develop internal website for PT PAL Indonesia
- Implementing CRUD (Create, Read, Update, Delete) and maintain databases with mySQL to handle features in management employee website
- Designed and developed front-end system with tailwind.css and integrated with back-end system
- Actively participated in weekly meeting to report and demonstrated progress
- Utilize : PHP, JavaScript, HTML5, tailwind.css, mySQL

PORTFOLIO

Personal Portfolio Landing Page

https://ivanmuntahir.github.io/my-portfolio/   Jan 24

- Specify the content and features which will provide in landing page
- Searching design references and implementation with responsive method
- Integrating google sheet scripting API for the form submission feature
- Utilize : HTML5, CSS, JavaScript, jQuery, google sheet API, GitHub

Netflix Landing Page Clone

https://github.com/ivanmuntahir/netlfix-clone   Jan 24

- Recreate a Netflix landing page sites with native development
- Organize content and web models due to match the references and implement responsive web method
- Utilize : HTML5, CSS, GitHub

VR Pupuk Kaltim On Training Simulator (OTS)

https://youtu.be/FlhiGqSuLss?si=b-4IOfVeFi1uWNaH   Jul – Dec 23

- VR application which provide real simulation as operator in chemical factory
- Build and collaborate with other developer to design simulation system framework based on Standard Operational Procedure
- Working on virtual environment and properties based on real urea factory
- Testing application with several test case to ensure the stability of system and fixing bug
- Utilize : Unity3D, C#, Figma, Mirror, Jitsi, Vuplex

TERMINASCOR   Surabaya, ID

https://youtu.be/5eD1OcqdwPA   Jan 2021

- Terminal Mini with Scan Code QR (TERMINASCOR)
- Design, manage and develop TERMINASCOR system from scratch
- Using GPS module and WiFi module for live tracking position of public transportation (bus and angkot)
- Base on Android application, passenger is able to track position and monitor the seat is it available or not
- Access the google maps also with latitude and longitude data send them live from vehicle
- Utilize : GPS Modules (GY-NEONVM 2), WiFi Module (ESP8266), Android Studio, Arduino, Firebase

CERTIFICATION AND TRAINING

Unity Certified User Programmer (Score : 900/1000)	Unity
Data Analytics Basic	Google
Quality Assurance Fundamental	MySkill
Fresh Graduate Academy – Front-End Developer	Progate
Multiplayer Virtual Reality (VR) Development With Unity	UDEMY Course

ORGANIZATION EXPERIENCES

Himpunan Mahasiswa (Student's Union of) Computer Engineering   Surabaya, ID

As External Relation Staff | 2020 – 2021

PENS International Cooperation Office Volunteers   Surabaya, ID

As Hospitality Division | 2019 – 2020

ADDITIONAL INFORMATION

Languages : English (Conversational), Bahasa Indonesia (Native)
Tech Skills : Unity3D, Visual Studio, Postman, Figma, Visual Studio Code, Android Studio, HTML5, C#, JavaScript, CSS3, PHP, Java Android, Ms Office (Word, PowerPoint, Excel), JIRA, Notion, Arduino
Softskills : Team Work, Problem Solving, Active Listening, Adaptability, Hard Working

EDUCATION

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA   Surabaya, ID

Bachelor of Computer Engineering (3.53 / 4.00)   2018 – 2022

Relevant Coursework :Math, Algorithm and Data Structure, Software Engineering, Human Computer Interaction, Software Development Life Cycle, VR development, Embedded System, IoT, Module / Sensor Electronics, Robotics.