

Muhammad Davis Adhipramana

Undergraduate Informatics Engineer Student

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I am an Informatics Engineering undergraduate at Institut Teknologi Bandung (ITB), passionate about using technology to drive meaningful and positive change. With experience leading development teams across diverse projects, I have cultivated strong leadership, technical expertise, and collaborative problem-solving skills. I approach every initiative with a growth mindset and a strong commitment to building impactful, user-centered solutions.

EDUCATION

Institut Teknologi Bandung – Bandung, Indonesia
Undergraduate in Informatics Engineer (2022 - 2026)

SMAN 1 Pekalongan – Pekalongan, Indonesia
Science (2019-2022)

WORK EXPERIENCE

PT Wahana Informasi and Teknologi – Bandung, Indonesia
Frontend Developer Intern (July 2025 – September 2025).

- Developed an Internal Customer Management System Web Application for managing Lead and Internal Projects managements.
- Developed full stack implementation of Storage Management to hold virtual file like images and documents
- Developed full stack implementation of Commercial Product Tracker used by team to handle the company product and its commercialization

Laboratorium Pemrograman STEI ITB – Bandung, Indonesia
Assistant (January 2025 – July 2025)

- Provided hands-on guidance during final project mentorship, clarifying complex algorithmic, data structure concepts, and the basics of C compiler, leading to increased student comprehension and performance.

ORGANIZATIONS

Google Developer Group – Bandung, Indonesia
Mobile Curriculum Team (Jan 2025 –March 2025)

- Led a strategic overhaul of the mobile learning roadmap, directly impacting the technical growth of the 30+ students.
- Do collaboration with the leadership team ensuring the curriculum relevance, and engaging, hands-on workshops.

Arkavidia – Bandung, Indonesia
Frontend Engineer (Jan 2025 –March 2025)

- Developed and optimized registration, landing, and profiling platform for an ITB informatics competition event, directly facilitating the onboarding of 300+ users.
- Best software engineer staff

Anmategra - Indonesia

Frontend Engineer (Sep 2024 - Dec 2024)

- Built a task management platform designed for the KM ITB to monitor the operational outputs of 10+ affiliated organizations. The features are a kanban board system to manage all the tasks within a single interface.

April Graduation Committee – Indonesia

Frontend Engineer (Jan 2023 - March 2023)

- Developed an interactive “User Map” on webapps to celebrate the 2023 graduates, directly impacting event experience for over 300 students.

PROJECTS

Purritify (<https://github.com/Loxenary/purritify>)

- Developed a “spotify like” music streaming mobile application. Key features include seamless audio playback, a foreground service ensuring music continues playing when minimized, audio notification controls for external playback management, sound capsule for music statistics, and CRUD implementation for uploading custom music. Utilized: **Kotlin**

GeoPlan.JSON (<https://geoplan-json.mapid.co.id>)

- Developed an interactive WebGIS application that provides detailed spatial analysis for the Semarang area. The system includes key features such as slope mapping, real-time and historical land price visualization, and a comprehensive legend highlighting public infrastructure such as roads, schools, and hospitals. It also incorporates population density heatmaps and predictive modeling to estimate future land prices based on environmental and historical data. This tool is designed to support urban planning, investment analysis, and public decision-making by delivering accessible and data-driven geographic insights. Utilized: **React, Vite, Supabase, Maplibre**.

LinkinPurrry

- Built a LinkedIn-style social networking web application as a fullstack developer for the Website Development course. The platform features secure authentication and authorization, a realtime chat system powered by WebSocket, friend and friend request management, personalized user profiles, dynamic content feeds, and integrated push notifications. Utilized: **React, Vite, Fastify, Prisma, PostgreSQL**.

Magic Cube (https://github.com/ValentinoTriadi/Tubes1_AI_magic-cube)

- Designed and implemented a local search algorithm to solve a 5x5 magic cube (Rubik’s Cube variant), focusing on heuristic-based optimization techniques such as hill climbing and simulated annealing. The project included a visualization component to demonstrate the algorithm’s iterative solving process, enabling clearer analysis and performance evaluation. Utilized: **Next JS, Golang**.

Warehouse Management (<https://gitlab.informatika.org/akmalrnmn/if2250-2024-k03-03-warehouse-storage-management-software>)

- Developed a comprehensive desktop application for a client strictly following the Software Development Life Cycle from requirement gathering to deployment. Key features include translating client requirements into technical specifications, designing a user-friendly GUI with python tkinter, and implementing a relational database to track real-time inventory levels and stock movements. Utilized : **Python (Tkinter), Sqliite**

Lens (<https://github.com/Loxenary/Algeo02-22148>)

- Developed a web-based image analysis tool designed to calculate the similarity of an image to others. Key features include creating an interface for handling image uploads and a logic layer implementing Content-Based Image Retrieval (CBIR) for calculating image similarity. Utilized : **React, Python, FastAPI**

SKILLS

Tech Stack: Python, C, C#, C++, Java, Golang, PHP, HTML, CSS, Javascript, Typescript, Fast API, Flutter, Kotlin, SQL, React.js, Next.js, Vite, React Native, Expo, Tailwind CSS, Express, Drizzle ORM, MySQL, PostgreSQL, Supabase, Hono, Open API, Zod, Three Js, Tkinter, Pyqt6, Laravel,

Proficiency: Data Structure, API Development, Object-Oriented Programming, Web Scraping/Crawling, Database Management, Software Engineering, Mobile Software Development, Desktop Software Development, Full Stack Development, Deployment, Game Development
Other: Git (Github & Gitlab), Figma, Deployment (Serverless & VPS), Google Workspace, CI/CD

LANGUAGES

Indonesia (Native proficiency) • **English** (Intermediate proficiency)

AWARDS

Finalist Competitive of Hackathon Competition (FindIT UGM 2025)
Top 2 of Competitive Business Hackathon Competition (Morph IT 2025)
Winner of Competitive Hackathon Competition (IFEST 2025)

OTHER

Gamedev CV Link: <https://drive.google.com/file/d/1y1xnPoiVJTrQL3b1ChvU8PK6euK8Sja2/view?usp=sharing>