

Daniyal Arshaq Sudrajat

Software Engineering Undergraduate

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🌐 Portfolio 🎧 Archaniels 🌐 Daniyal Arshaq Sudrajat

Professional Summary

Software Engineering undergraduate at Telkom University Bandung with hands-on experience in both front-end and back-end development. Specializes in UI/UX design, Front-End Development, and Graphic Design. Proven ability to lead project teams, apply advanced software engineering patterns, and deliver production-ready applications across mobile, desktop, and web platforms.

Education

Undergraduate Student of Software Engineering (S1)

2023 – Present

Telkom University Bandung

IPK: 3.51

Projects

ReTide App – Environmental Education Mobile Application

Oct 2025 – Jan 2026

- **Situation:** Communities lacked an accessible, engaging tool to learn about plastic waste management and environmental conservation.
- **Task:** Develop a cross-platform mobile application focused on environmental education and community empowerment around plastic waste issues.
- **Action:** Built the application using Flutter and Dart, integrated Firebase for real-time data management, user authentication, and community features; designed the full UI/UX flow.
- **Result:** Delivered a fully functional mobile platform that educates users on recycling and plastic waste reduction, enabling active community participation in environmental initiatives.

LinkAja Savings – Gamified Savings Feature (UI/UX Design)

Oct – Nov 2025

- **Situation:** Users of the LinkAja digital payment platform lacked motivation to build consistent savings habits within the app.
- **Task:** Design an engaging gamification layer for the savings feature to drive user retention and financial discipline.
- **Action:** Prototyped a quest, reward, and objective system in Figma, featuring missions such as “save Rp5,000 toward your savings” and “spend under Rp300,000 on fuel this month”; applied UX research principles and iterative design.
- **Result:** Produced a high-fidelity interactive prototype demonstrating measurable improvement in user engagement flow, submitted as a competition deliverable to the UI/UX in Action 2025 event.

Volunteering and Organizations

Lab Assistant – Design and User Experience – Telkom University Bandung

Mar 2026

Bandung

- Assisted in facilitating practical sessions and the making of practical module for the Design and User Experience course, supporting students in UI/UX design principles and tools.

Rangers – Content Specialist – Digistar Club by Telkom Indonesia

2026 – 2027

- Selected as a member of Digistar Club, Telkom Indonesia’s competitive digital talent program, specializing in content strategy and digital communication.

Skills

Web Stacks: HTML, CSS, JavaScript, TypeScript, React, Next.js, Vite, Laravel, Node.js, Express, Tailwind CSS, Bootstrap, Shadcn UI, DaisyUI, MagicUI, Animate UI

Back-End & Databases: Supabase, Firebase, MySQL, PostgreSQL, MongoDB, Oracle SQL

Additional Languages: Go, Java, C++, C#, Python, Dart, .NET, Spring

Design Tools: Figma, Canva, Affinity Suite, DaVinci Resolve, CapCut