MUHAMMAD QOIS HAIDAR

Student in Informatics Engineering

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SUMMARY

I have a deep passion for front-end development, both in mobile and web platforms, coupled with a strong interest in UI/UX design. My creative and imaginative mindset, combined with a keen eye for detail, allows me to approach projects with a high level of commitment and diligence. I thrive in dynamic, fast-paced environments that challenge me to learn and grow, fueling my enthusiasm for tackling complex problems and delivering innovative solutions.

EDUCATION

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA   **Surabaya, East Java**
Bachelor of Applied Computer in Informatics Engineering   **Aug 2022 – Present**

PROJECT

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA   **Surabaya, East Java**
Product Based Learning   **Feb 2024 – Des 2024**
- Developed the "Laras" stress relief application using the Agile framework, focusing on iterative development, user feedback, and continuous improvement, built the web UI with React and TypeScript and implemented mobile app logic with Flutter.
- Conducted testing, fixed bugs, and ensured cross-device functionality, successfully passed UAT with a usability and correctness score above 55%.

Cashier Application   **Apr 2024 – Jun 2024**
- Ensured intuitive UI/UX design for the POS interface, focusing on layout, navigation, and transaction flow to support ease of use for cashiers.
- Implemented the design using Flutter (Dart) and conducted testing and debugging to ensure proper functionality on mobile devices.

Camera Store Application   **Mar 2024 – Apr 2024**
- Designed and implemented a user-friendly UI for the camera store app, enabling efficient product management and reducing catalog update time by 50%.
- Performed comprehensive testing to ensure application functionality and resolved bugs found during development.

Web-Based Car Catalog Application   **Nov 2023 – Dec 2023**
- Building a responsive and intuitive user interface, also developing the backend system to support the application's functionality, including the database and API.
- Conducting application testing to ensure all features work properly, as well as making improvements and adjustments based on feedback from users.

INTERNSHIP EXPERIENCE

PT. DOK DAN PERKAPALAN SURABAYA (PERSERO)   **Jan 2025 – Jun 2025**
IT Intern
- Developed a warehouse management website, reducing manual data entry time by 60%.
- Created a vessel tracking app to record incoming, in-progress, and outgoing ships, improving operational visibility by 45%.

ACHIEVEMENT

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA   **Aug 2023 – Sep 2023**
- **3rd Place** Short Movie PENS Competition.

UNIVERSITAS BRAWIJAYA   **Aug 2021 – Sep 2021**
- **2nd Place** Short Educational Video Competition.

ADDITIONAL INFORMATION

- **Technical Skills:** UI/UX Design, HTML/CSS, JavaScript, Dart (Flutter), Front-End Mobile and Web Development, Microsoft Office, Video Production.
- **Soft Skills:** Learn Agile Process, Teamwork, Creativity, Communication, Attention to Detail, Event Management.
- **Certifications:** LKMM PRA-TD PENS (2022), LKMM-TD PENS (2023).