MOH. NAJIB FIKRI

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SUMMARY

With three years of experience in backend development, I have honed my skills in building robust and scalable server-side applications. My focus has been on implementing new features, resolving complex bugs, and optimizing performance, consistently delivering high-quality solutions. Collaborating within cross-functional teams, I have fostered innovation, and achieved project milestones. I am passionate about learning new technologies and easily adapt to changing environments.

EXPERIENCE

Lab Assistant   **Jan 2023 – Jul 2024**
Software Engineering Laboratory, Faculty of Computer Science, University of Jember (Part Time)

- Assist lecturers in conducting mobile programming practical classes, providing hands-on guidance and support to participants.
- Delivered instructional materials on mobile application development, especially Android platforms using Flutter Framework and Dart as the programming language.
- Provided one-on-one and group tutoring sessions to help participants grasp complex mobile programming concepts and techniques.
- Evaluated participant understanding through practical assignments and mobile app projects, offering constructive feedback to foster improvement.

Make and assess modules, and practical assignments as knowledge measurement for the participants.

Backend Developer Intern   **Feb – Jun 2023**
Suitmedia Digital Agency (Internship)

- Acquired knowledge of specifications and setup for development environments, including operating systems, programming languages, application frameworks, databases, web servers, caching mechanisms, and Git clients.
- Developed an understanding of basic concepts of application frameworks and Git workflow.
- Gained proficiency in databases and Object-Relational Mapping (ORM), and learned how to use ORM for database communication.
- Studied database structure, routing, translation strings, design patterns, and caching strategies.
- Understood SOLID principles, DRY principles, Jeffrey Way's Simple Rules for Simpler Code, Jason McCreary's Base Code Field Guide, and Cruddy by Design.
- Demonstrated the ability to build applications using the learned frameworks.
- Familiarized with Suitmedia's boilerplates such as Monolith CMS, Headless CMS & API, and e-commerce Headless Boilerplate, exploring the potential of these frameworks further.

Lab Assistant   **Jul 2021 – Jan 2023**
Programming Laboratory, Faculty of Computer Science, University of Jember (Part Time)

- Assist lecturers in practical programming classes, covering basic programming concepts and web development.
- Provided practical lessons and guidance in programming concepts for both basic programming and web development.
- Designed and implemented various assessments, including modules and practical assignments, to effectively evaluate participants' proficiency in programming and web development.

Backend Engineering, Studi Independen Kampus Merdeka Batch 3   **Aug – Dec 2022**
Ruangguru (Apprenticeship)

- Learning objectives: General Competences, Software Engineering, Basic Frontend Web Development with HTML & CSS, Basic Backend Programming, Database Management & Tech, and Web Application.
- Gained the opportunity to serve as an assistant mentor, offering guidance to peers facing challenges, facilitating collaborative learning, and leading discussions to deepen understanding.
- Project-based learning approach.

SELECTED PROJECTS

PyMark Watermarking
https://github.com/snykk/pymark-frontend
https://github.com/snykk/pymark-backend
A digital image watermarking application designed to protect digital image copyrights. It uses Discrete Wavelet Transform (DWT) and Singular Value Decomposition (SVD) as core techniques for watermarking process. Developed with Nuxt (Vue) on the frontend and Flask (Python) on the backend, PyMark integrates Google Drive API for secure storage and Meta Graph API for seamless Instagram publishing of

watermarked images. This project was developed as part of my thesis research over a four-month period. Results demonstrated strong imperceptibility and robustness, validating the system's effectiveness in protecting digital image copyrights.

Go Rest Boilerplate

https://github.com/snykk/go-rest-boilerplate

A boilerplate for developing RESTful APIs in Go that adheres to Clean Architecture principles as described by Uncle Bob. This boilerplate utilizes the Gin framework for efficient HTTP handling and SQLx for seamless PostgreSQL database connectivity. Key features include robust JWT and OTP authentication mechanisms, enhanced by Redis caching for OTP management. The project is designed for scalability and maintainability, featuring a well-structured folder organization and support for Docker-based deployment, making it an ideal resource for building scalable and efficient RESTful services in Go.

Kanban App

https://github.com/snykk/kanban-app

A Kanban App designed to streamline task management through a visual Kanban board. Built with Golang and PostgreSQL, the app's backend uses the Golang mux package for routing and handling HTTP request, while the frontend is styled with Tailwind CSS. Authentication relies on cookies, with potential for JWT implementation to enhance security. The modular architecture organizes components into distinct layers for configuration, database management, business logic, and user interface, ensuring scalability and maintainability.

Laracoffee

https://github.com/snykk/laracoffee

An e-commerce platform built on the Laravel framework that allows users to browse and order coffee products online. The application includes an admin dashboard for effective management of customers, products, and transactions, as well as a user-friendly interface for an efficient shopping experience.

Golib Backend

https://github.com/snykk/golib-backend

An API service for a book review platform, utilizing the Go programming language, Gin web framework and Clean Architecture principles to deliver a highly modular and adaptable system. The API is designed with flexibility in mind, allowing for the easy replacement of specific components such as the web framework, enabling efficient testing, scalability, and future expansion while preserving the overall robustness and maintainability of the service.

X Sinema

https://github.com/snykk/x_sinema

Developed a dynamic movie rental e-commerce platform utilizing ASP.NET Core MVC and Bootstrap, crafted to deliver a seamless user experience and optimal performance. The site features an intuitive interface that enhances user engagement, enabling customers to easily browse, rent, and manage their movie selections.

EDUCATION

University of Jember (UNEJ) | Information Technology   **Sep 2020 – Jul 2024**

- Bachelor's Degree | GPA: 3.91
- Related courses: Human & Computer Interaction, Operating System, Object Oriented Programming, Web-Based Programming, Application Programming Interface, Design Patterns, Digital Forensics, Database Systems, SQL Programming, Advanced Database Programming, Backend Programming, Frontend Programming, Computer Networks, Network Design and Management, Risk Management, System Security, etc. [Transcript]

HIGHLIGHTED SKILLS

- **Operating System**: Linux (Kali), and Windows.
- **Programming Language**: Go, Python, C#, C++ (for CPC), Javascript, Typescript, Dart, Shell, and PHP.
- **Networking**: Basic CISCO.
- **RDBMS/NoSQL**: MySQL, SQL Server, PostgreSQL, MongoDB, and Redis.
- **Framework**: CodeIgniter, Laravel, ASP.NET, Tailwind CSS, Bootstrap, Flutter, Echo, Fiber, Gin, Nuxt, and Next.
- **Related skill**: Problem Solving, Debugging, Critical Thinking, Work as a Team, Docker, Git, Firebase as Cloud Platform, Penetration Testing (entry level), and Web Development.

ACHIEVEMENTS

- 3rd place in the Competitive Programming Contest - Informatics Competition (ICOM) 2021.
- 2nd place in the Competitive Programming Contest - Friendship 2022.
- 2nd place in the Capture the Flag - Friendship 2022.
- 3rd place in the Capture the Flag – Laos Arena 2022.
- 1st place in the Competitive Programming Contest - Informatics Competition (ICOM) 2022.