

ARIANTO ZAKI HAMDALAH

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Informatics Engineering graduate with strong focus on Mobile Development (Flutter, Android).
Skilled in Clean Architecture, Design Patterns, and Agile Development with hands-on project experience.
Passionate about building scalable applications and mentoring peers in software engineering practices.

Work Experiences

AgileTeknik Network - Surabaya, Indonesia

Jan 2024 - Jul 2025

Internship Mobile Developer

A software company collaborating with academia to create user-beneficial products using an agile-based development approach.

- Developed NikoMood app from MVP to MMP; redesigned UI and added monetization through ads.
- Built Daily Plan app to help users track habits and automate meeting scheduling.
- Enhanced SECI Map app by integrating Flutter WebView for efficient multi-platform support.
- Redesigned UI and optimized features for SECI Note app.
- Coached students on Android Development in Agile PdBL 2024 program (3 months).
- Collaborated on final project CleanApps (In-House Product) using Clean Architecture principles.

Agile PdBL 2023 - Electronic Engineering Polytechnic Institute of Surabaya

Mar 2023 - Dec 2023

Mobile Developer

Agile PdBL program designed to transform students into industry-ready software engineers through growth mindset and agile frameworks.

- Designed the initial concept and UX for a mobile wallet app.
- Developed Simple Wallet app with voice input, receipt scanning, and parent-child collaboration features across 5 agile sprints.
- Applied Agile methodology with iterative testing, delivering stable MVP.
- Built Android applications using Flutter (Dart) with GetX state management.

Education

Electronic Engineering Polytechnic Institute of Surabaya - Surabaya, Indonesia

Jul 2021 - Jul 2025

Bachelor of Informatics Engineering, 3.77/4.00

- Thesis (Final Project): "Pengembangan Framework untuk Produk Mobile Berbasis Flutter dengan Penerapan Clean Architecture Menggunakan Creational dan Structural Design Patterns".
- Conference (Accepted): "A Modular Architecture Framework for Flutter Using Clean Architecture and Design Patterns: A Software Quality Perspective" — ICICoS 2025.

Projects

Public Products

- Simple Wallet – Mobile app for recording transactions with voice input, scan receipts, and parent-child collaboration features.
- NikoMood – Mood tracking app with UI redesign & monetization via ads, helping users reflect on emotional patterns.
- SECI Map – Knowledge management app with Flutter WebView for efficient cross-platform support.
- SECI Note – Note-taking app with UI redesign for better usability.
- Daily Plan – Habit tracking and automated meeting scheduling app.

Internal Products (restricted access)

- CleanApps – App Builder framework for PdBL, with Clean Code Generator + Modular Architecture (access by request).
- AT Book Store – Staging e-commerce app with Flutter + Clean Architecture, still under development with other teams.

Personal Projects

- E-Commerce App – Built with Flutter & GetX, focusing on efficiency, performance, and design patterns.
- Kasirku Laundry – Android app with Flutter + Bluetooth thermal printing, offline-first architecture (private repo).

Skills

- **Programming & Tools:** Dart-Flutter, JavaScript, Git, GitHub/GitLab, UML, REST API, JSON, Android Studio, VS Code.
- **Software Engineering:** Clean Architecture, Design Patterns (Singleton, Facade, Mediator), SOLID Principles, Object-Oriented Programming (OOP), Agile Development (Scrum, PdBL), Quality Assurance (Manual Testing with McCall & CK Metrics).
- **UI/UX & Design:** Laws of UX, 10 Usability Heuristics, Interaction Cost Analysis, Wireframing, Prototyping.
- **Soft Skills:** Active Learning, Problem Solving, Stress Management, Priority Management, Collaboration, Coaching & Mentoring.