

Maitsam Kadzim

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Education

DIPONEGORO UNIVERSITY

Undergraduate of Engineering in Computer Engineering

Relevant Coursework: Database Systems, Software Engineering, Programming Algorithm

Semarang, Indonesia

Jul 2024

STATE VOCATIONAL HIGHSCHOOL 5 SURAKARTA

Vocational High School Diploma in Software Engineering

Relevant Coursework: Graduated with expertise in Mobile Application and REST API Backend after completing Final Project and Competency Examinations.

Surakarta, Indonesia

May 2024

Experience

PT. HIDUP INDAH BERKAH

Assistant Full Stack Programmer (Intern)

- Developed a comprehensive full-stack web management system, "Berkah App", to streamline internal business operations using PHP, JavaScript, and Ajax.
- Engineered core modules for raw material management and financial tracking to enhance data accuracy and resource allocation.
- Implemented project and tender management features, including automated timelines and versioning, to improve project monitoring efficiency.
- Optimized user interface responsiveness and front-end interactivity by utilizing CSS and asynchronous JavaScript (Ajax) for a seamless user experience.

Semarang, Indonesia

Sep 2025 – Dec 2025

PT. ASTA BERKAH AUTONOMOUS

Junior Programmer (Intern)

- Developed "SNC Mobile," a specialized application designed to visualize real-time and historical telemetry data for autonomous excavators.
- Engineered data processing pipelines to handle high-frequency historical data sets updated every 0.5 seconds, ensuring low-latency visualization of machine movements.
- Implemented a monitoring interface to track synchronized connections and interaction logs between autonomous excavators and their accompanying trucks.
- Optimized mobile application performance to efficiently render complex big data movement patterns for operational analysis and decision-making.

Semarang, Indonesia

Jun 2025 – Aug 2025

PT. RIFFSYS DIGITAL MEDIA

Junior Programmer (Intern)

- Developed AI/ML applications using Python, leveraging MediaPipe and TensorFlow frameworks for advanced computer vision and data processing tasks.
- Designed and implemented interactive desktop graphical user interfaces (GUI) using the Tkinter library for machine learning toolkits.
- Architected and deployed responsive web-based systems, integrating modern web development practices to enhance digital service delivery.
- Engineered mobile solutions through Android application programming, focusing on user-centric design and robust performance.

Surakarta, Indonesia

Jul 2023 – Sep 2023

PT. RIFFSYS DIGITAL MEDIA

Surakarta, Indonesia

Junior Programmer (Intern)

Mar 2023 – May 2023

- Developed web-based applications using backend programming languages to streamline internal data management and user workflows.
- Configured and deployed Network Attached Storage servers to facilitate secure and centralized data storage solutions.
- Architected and programmed Linux-based server environments utilizing Raspberry Pi hardware for localized server tasks and automation.
- Managed end-to-end server operations, gaining hands-on experience in system administration, hardware troubleshooting, and backend development.

Activities**STUDENT REPRESENTATIVE COUNCIL (DPA)**

Semarang, Indonesia

Creative Media Division

Feb 2026 – Now

- Facilitated the democratic transition of leadership by organizing and managing the election process for the Head of Student Association.
- Supervised the performance and programs of the executive student board to ensure alignment with student interests and organizational regulations.
- Acted as a primary liaison between the student body and executive entities to communicate and resolve academic and organizational aspirations.
- Formulated strategic organizational policies and regulations tailored to the specific needs and challenges of the computer engineering student cohort.
- Coordinated the formal handover of authority and administrative responsibilities during leadership successions to maintain organizational continuity.

UNDIP ROBOTIC DEVELOPMENT CENTER - BANDHAYUDHA

Semarang, Indonesia

Programming Division

Aug 2024 – Dec 2024

- Developed a mobile application for Android to establish seamless connectivity and control interfaces for robotic systems.
- Programmed STM32 microcontrollers to manage the locomotion and operational logic of the "Quad Robot" project.
- Integrated communication protocols between the Android application and the microcontroller to ensure real-time command execution and telemetry monitoring.
- Collaborated with the robotics team to debug and optimize the firmware, improving the stability and response time of the robot's movements.

Certifications**CCNA: SWITCHING, ROUTING, AND WIRELESS ESSENTIALS**

Issued Jan 2026

Cisco Networking Academy

HCIA-AI V4

Issued Sep 2025

Huawei ICT Academy

CCNA: INTRODUCTION TO NETWORKS

Issued Jul 2025

Cisco Networking Academy

IT ESSENTIALS

Issued Dec 2024

Cisco Networking Academy

JUNIOR WEB DEVELOPER

Issued Jun 2023

BNSP (National Professional Certification Agency)

Skills & Interests

Technical:

- Languages: PHP, JavaScript, Dart, Python, SQL.
- Backend: Laravel, REST API, NestJS, Spring Boot.
- Frontend: HTML/CSS, Tailwind CSS, Bootstrap, Ajax.
- Mobile: Flutter, Java, Kotlin.
- Database: MySQL, PostgreSQL, SQLite.
- Tools & Infrastructure: Git, Docker, Vercel, Linux, Laragon, STM32 Microcontroller.

Language: Indonesia (Native), English (Professional Working Proficiency).

Interests: Mobile and Software Development, Backend Logic, Technology and Coding.