

MUHAMMAD NADHIF IBRAHIM

+62 889 7593 8820 | mnadhifibr@gmail.com | [LinkedIn](#) | [GitHub](#) | nadhifibr.site | South Tangerang, Indonesia

ABOUT

Computer Science student at Universitas Indonesia with a strong interest in software development, AI, and emerging technologies. Particularly interested in web development, UI/UX, and AI integration, specifically with Large Language Models (LLMs) and computer vision, with experience in building projects and exploring practical implementations. Motivated to grow through real-world challenges, collaboration, and continuous learning.

EDUCATION

Universitas Indonesia

2024 - present

Faculty of Computer Science — Bachelor's Degree in Computer Science

GPA: 3.43/4.00

EXPERIENCES

BEM UI 2026

2026 - present

Developer Staff

- Maintain and support an integrated internal web-based information system
- Develop an open recruitment web system for BEM UI work programs and external university initiatives.
- Collaborate with team members in implementing and improving system features

FW AUAV UI

2025 - present

Programming Vice Lead

- Conducted UAV mission planning and autonomous flight configuration using Mission Planner
- Explored aerial mapping and photogrammetry workflows using Agisoft Metashape and WebODM
- Object detection concepts using YOLO for computer vision applications
- Raspberry Pi integration, including Tailscale networking and video streaming setup

COMPFEST

2025 - 2025

Visual Design Staff

- Designed promotional visual assets for social media and event publications
- Created merchandise designs for event-related needs

PROJECTS

SPT BEM UI | [GitHub](#)

Full Stack Web Application | Next.js, Hono, Prisma, PostgreSQL

- Developed a recruitment management system for BEM UI to streamline the open recruitment process for events, work programs, and committees.
- Implemented full-stack features for event and division management, including frontend interfaces and backend APIs.
- Designed and integrated database operations using Prisma and PostgreSQL to support structured recruitment data management.

Yomu | [GitHub](#)

Gamified Information Literacy Platform | Spring Boot, Next.js, PostgreSQL

- Developed a gamified learning platform that encourages users to improve information literacy through reading activities, quizzes, missions, and social features.
- Implemented authentication and user management modules using Spring Boot backend services.

- Applied software engineering practices including CI/CD pipeline implementation, automated testing, code quality analysis, and cloud deployment using AWS.
- Worked with microservice architecture principles and applied clean code practices to improve system maintainability.

PlayServe | [GitHub](#)

Gamified Tennis Platform | Django, Flutter

- Developed a gamified tennis application that enables users to connect, compete, and track their progress through ranking and community features.
- Implemented matchmaking functionality to connect users based on competitive gameplay requirements.
- Contributed to user authentication and user management features to support application workflows.

MIRA | [Github](#) | [Figma](#)

AI-powered Mental Health Assistant | Python, Next.js

- Developed an AI-based chatbot application to support emotional management and daily self-reflection through conversational interaction.
- Implemented the chatbot system using a large language model integration and developed supporting frontend interfaces.
- Designed user interface components and application flow to improve user interaction experience.

PerpustakaanDigital | [GitLab](#)

Digital Library Management System | Django

- Developed a digital library management system that supports book management, borrowing workflows, and role-based user access.
- Implemented security mechanisms including CSRF protection to improve application security.
- Conducted unit testing and security testing through penetration testing practices to identify and mitigate vulnerabilities.

AWARDS

- Finalist Harvard Health Systems Innovation Lab (HSIL) Hackathon Bandung Hub 2026 (April 2026)
- Semi-Finalist (Top 11) AIPRENEUR AI Business Model Canvas Competition 2025 (April 2026)
- Finalist UI Studentpreneurs Business Model Canvas Competition 2025 (Februari 2026)
- Semi-Finalist (Top 14) EURECA 2026 Business Plan Competition (Desember 2025)

SKILLS

Programming: Python, Java, HTML, CSS, JavaScript, TypeScript, PostgreSQL, C, C++, PHP

Tools: Git, GitHub, Figma, Canva, Postman

Frameworks & Libraries: Django, Spring Boot, Express.js, React, Next.js, Laravel

Cloud & DevOps: AWS, CI/CD, Docker