

DAANII NABIL GHINANAFSI KUSNANTA

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Situbondo, Jawa Timur, Indonesia

Enthusiastic Informatics graduate passionate about Android development and game design. Proven ability to build production-ready Android apps and experience in crafting diverse game concepts. Eager to leverage my skills and continuous learning to contribute to innovative projects that contribute directly to people's lives.

Work Experiences

Jan 2023 - Present

PT. Esurya Datapedia Semesta, Surabaya - Android Developer

- Developed Vehicle Control System and Safety (VCSS) Android app using Kotlin, Firebase, and Google Maps Platform for a research project with Dinas Perhubungan Kota Surabaya.
- Implemented real-time bus tracking system and next stop estimated arrival time calculation with lots of buses and stops and integrated it into the app.
- Successfully implemented features that provide ease of access to public transportation's information such as routes, traffic, availability, and position to citizens of Surabaya and thus increasing accessibility to the service.

2018 - Present (Self-employed)

RushHourDream, Situbondo - Game Artist and Designer

- Founded the studio with 2 other co-founders.
- Developed many published and competition-winning game titles. Published games can be played at rushhourdream.itch.io and found on Google PlayStore.

Jun 2021 - Dec 2021

Schematics NLC, Surabaya - Game Developer

- Designed games for the quarter-final and semi-final stage of the competition to deliver the stage's questions in a new interesting way.
- Created all assets for the game and managed the project development from start to finish.

Mar 2021 - Jun 2021

Tim Desain IF ITS, Surabaya - Graphic Designer

- Helped the rebrand initiative for Departemen Teknik Informatika ITS.
- Design the logo, identity, and other necessary design elements for the department's branding.

Educations and Trainings

Aug 2019 - Sep 2023

Informatics, Institut Teknologi Sepuluh Nopember, Surabaya

Bachelor Degree in Informatics with GPA of 3.69/4.00

Feb 2022 - Jul 2022

Bangkit Academy 2022 by Google, GoTo, and Traveloka, Mobile Development (Android) Learning Path

- Graduated from the Mobile Development (Android) learning path with a score of 92.2/100.
- Engaged in fundamental and intermediate Android development class, gaining experiences in intermediate Android app development.
- Acquired proficiency in using Kotlin, Room, and Retrofit for Android development as well as utilizing location, notification, and services for the app's features.
- Developed a children's english learning application for the capstone project in collaboration with 5 other team members from different paths.

Achievements / Projects

Jun 2022 - Nov 2022

Gemastik XV: Software Development / [Kiad](#) - Gold Medallist

- “[Kiad](#)” helps people with disabilities to review accessibility features in public places using crowd-sourced reviews from users.
- Developed the app using Kotlin, Google Maps API, Retrofit, Room, and MVVM architecture.
- Helped develop the back-end using Django and MongoDB and integrate it into the app.
- Designed the UI/UX for the app with special focus on accessibility.

Jul 2021 - Oct 2021

Gemastik XIV: Game Development / [Patroli Tama](#) - Bronze Medallist

- “[Patroli Tama](#)” is a top-down mobile game about enforcing traffic rules and signs to teach kids about traffic rules and signs in a fun way.
- Designed the game levels, story, difficulties, and user experience.

Skills

Android Development

Good understanding on android app development using MVVM architecture on Android Studio using Kotlin. Experienced working with restful API and database using Retrofit, Room, Jetpack Compose, Firebase, and Google Maps API on Android app. Published several apps on Google Play Store.

Related works: [Kiad: Informasi Aksesibilitas](#)

Game Development and Design

Experienced in designing game experience and design and creating assets for multiple games with some of those have achieved an award in a competition. I am also experienced in developing multiple games from the project initiation and brainstorming until publishing.

Related works: [rushhourdream.itch.io](#), [Patroli Tama](#)

UX/UI Design

Good understanding on utilizing Figma, Inkscape, and other design tools to create designs. Good understanding of design thinking, design laws, and UX design. Passionate on solving problems through design.

Related works: [daaniikusnanta.github.io/portofolios/](#), [Kiad: Informasi Aksesibilitas](#)

Other

I have good experience working on web development (HTML, CSS, JS, TailwindCSS, PHP), back-end development, database (MySQL, MongoDB, PostgreSQL), and restful API development using Flask and Django. I am also able to use Office Apps such as Word, Excel, and PowerPoint.

Certifications

Valid until May 2025

Belajar UX Design - Dicoding Indonesia

<https://www.dicoding.com/certificates/6RPND84Q5Z2M>

Valid until May 2025

Pengembangan Aplikasi Android Intermediate - Dicoding Indonesia

<https://www.dicoding.com/certificates/1RXYM4R3MXVM>

Valid until May 2025

Fundamental Pengembangan Android - Dicoding Indonesia

<https://www.dicoding.com/certificates/JMZV26K9NZN9>