

Fathan Andi Kartagama

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Undergraduate Informatics Engineering Student at ITERA specializing in AI, full-stack web development, and network infrastructure. Experienced in building responsive web applications (Laravel/React) and optimizing ML models, with a proven track record in project management and technical education.

EDUCATION

Bachelor of Informatics Engineering

Institut Teknologi Sumatera (ITERA)

Aug 2022 – Aug 2026

GPA: 3.45/4.00

Senior High School

SMA Negeri 96 Jakarta

Jul 2019 – Jul 2022

GPA: 3.80/4.00

SKILLS

Programming: Python, TypeScript, JavaScript, PHP, Lua, C++, C#, HTML, CSS, SQL

AI & ML: Model Fine-tuning, Machine Learning Optimization, Neural Networks, PyTorch, TensorFlow

Frameworks & Tools: Laravel, React, Inertia.js, TailwindCSS, Vite, Git, Docker, Redis

Networking: Cisco IOS, MikroTik RouterOS, Ubiquiti UniFi, Network Configuration, Troubleshooting

Soft Skills: Communication, Teamwork, Problem-Solving, Critical Thinking, Adaptability, Time Management, Leadership, Creativity

EXPERIENCE

Front End Developer

Apotek Sidowaras

Sep 2025 – Dec 2025

Bandar Lampung, Indonesia

- Leading front-end development for a comprehensive POS system using Laravel 12, React 19, Inertia.js 2.0, and TypeScript
- Implemented responsive UI with TailwindCSS 3.4, HeroUI components, and Framer Motion animations
- Integrated real-time features with Redis caching to enhance performance and user experience
- Collaborated with back-end developers to ensure seamless data flow and functionality

Lab Assistant – Computer Networking

Institut Teknologi Sumatera

Sep 2025 – Dec 2025

Bandar Lampung, Indonesia

- Developed comprehensive practical modules for network infrastructure training
- Conducted hands-on sessions with Cisco routers, MikroTik devices, Ubiquiti access points, switches, and hubs
- Guided students through network configuration, troubleshooting, and performance optimization
- Implemented lab scenarios simulating real-world network architectures and security protocols

Project Manager Assistant

PT. Telekomunikasi Indonesia International (TELIN)

Jun 2025 – Aug 2025

Jakarta, Indonesia

- Supported project planning and coordination for telecommunications infrastructure initiatives
- Facilitated communication between technical teams and stakeholders, ensuring project milestones were met
- Assisted in resource allocation and timeline management for multiple concurrent projects
- Prepared comprehensive project documentation, status reports, and risk assessments

Lab Assistant – Object Oriented Programming

Institut Teknologi Sumatera

Feb 2025 – May 2025

Bandar Lampung, Indonesia

- Assisted 42 students in mastering Python Object Oriented Programming concepts
- Assessed assignments and provided individualized feedback to strengthen problem-solving skills

Game Programmer

Malas Ngoding Studio

Aug 2024 – Present

Bandar Lampung, Indonesia

- Developed core gameplay mechanics for **The Forest Keeper** – player movement, interaction systems, and environmental behavior
- Enhanced game performance across platforms, boosting frame rates and minimizing load times

Front-End Developer

KKN Tematik Pahawang

Jan 2025

Bandar Lampung, Indonesia

- Created responsive landing page for pahawang.my.id, driving 150+ visits in two weeks
- Improved UI/UX components achieving 90%+ user satisfaction rate
- Led front-end team, introducing workflow enhancements that cut reported issues by 20%

Lab Assistant – Pengenalan Komputer & Software II

Institut Teknologi Sumatera

Jan 2024 – Jun 2024

Bandar Lampung, Indonesia

- Designed learning modules, crafted practice questions, and assigned tasks
- Evaluated assignments and contributed to student performance improvements over 5 months

PROJECTS

- **POS System** (2025) – Built full-stack pharmacy system with Laravel 12, React 19, TS. Included QR scanning and Redis caching.
- **Pahawang Island Web** (2025) – Developed responsive tourism platform optimizing user satisfaction.
- **The Forest Keeper** (2024) – Action-adventure game featuring advanced movement mechanics.
- **Wasteless** (2024) – Food waste reduction app providing automatic discounts for supermarkets.

ACHIEVEMENTS

- **1st Place** – HMIF ITERA Mini-Bootcamp Web Developer (2024)

ORGANIZATIONAL EXPERIENCE

Head of Commission 5 DPA

HMIF ITERA

Jan 2025 – Present

- Supervising media commission maintaining effective governance

Head of Event Division – INFEST

Institut Teknologi Sumatera

Mar 2024 – Aug 2024

- Led concept execution for the Informatics Festival

PUBLICATIONS

From Speech to Summary: A Pipeline-Based Evaluation of Whisper and Transformer Models for Indonesian Dialogue Summarization

JAIC – Sinta 3

Feb 2026

Batam, ID

- Assessed resource scarcity by creating a synthetic conversational dataset, bench-marking 13 models for efficiency
- Highlighted distil-large-v2 (WER 7.97%) for optimal accuracy/speed and google/long-t5-tglobal-base for semantic performance
- Link to paper: <https://jurnal.polibatam.ac.id/index.php/JAIC/article/view/11826>