

Fadel Alif Sadena

fadelkarut@gmail.com | +6282218656400 | Jakarta, Indonesia | <https://fadelalif.site>

Graduated student from Telkom University majoring in Software Engineering, my background includes advanced knowledge in software development related subjects. I have a strong interest in software development, including business analysis, software design and develop. Previously, I had interned at Giza Lab Agency as a UI/UX Designer and doing an internship at PT Telkom Indonesia as part of the Solution Delivery Assurance (SDA) division. And currently, I am interning as a software engineer at National Standardization Agency.

EDUCATION

Telkom University GPA: 3.64/4.00	2021 – 2025
Senior High School 1 South Bengkulu	2018 – 2021

EXPERIENCE

Internship at National Standardization Agency of Indonesia Software Engineer	Nov 2025 – Mei 2026
- Collaborated within the Inspectorate Division at the National Standardization Agency (BSN) to streamline internal processes through a digital application. - Designed and optimized business processes for an internal audit application utilized across BSN work units. - Architected the core system infrastructure and architecture for the SPRINT application. - Developing a web application across the entire Software Development Life Cycle (SDLC) utilizing Laravel, Tailwind CSS, and MySQL. - Authored comprehensive technical documentation, including Entity-Relationship Diagrams (ERDs) and Use Case specifications, to guide system development. - Assisted the infrastructure team in executing seamless application deployments within a Linux environment.	
Internship at SDA Division in PT Telkom Indonesia IT Tools Support	Jul – Aug 2024
- Part of the IT Tools Support team. - Gaining knowledge about end-to-end business processes in the SDA division. - Conducting a real case study, using the PRIME web application as a tool to manage and control the project. - Redesign the system architecture diagram of the PRIME (internal application). - Creating UI design for the new features on the PRIME (internal application).	
Internship at Giza Lab Agency UI/UX Designer	Feb - Jun 2024
- Actively participate in a UI/UX design mentoring programme under the guidance of professional mentors. - Understanding UI/UX research and design fundamentals. - Create a research project document that will be used in planning the development of a user interface for an application product. - Apply an agile framework project to a sample project case. - Conduct user research by applying tools, such as user persona, empathy map, customer journey, and business model canvas (BMC). - Performing ideation using a real case example by applying tools such as brainwrite, how might we, and sketch.	

- Inspection on the user interface using the heuristic evaluation method and adjust it to the laws of UX.
- Setting up a design system, also creating local and global components that will be used in the process of designing the user interface.
- Create a user interface design (high-fidelity) and at the same time manage the prototyping (prototype) using Figma.
- Performing usability testing in moderate to users.

PROJECT

SPRINT Web Application

Mei 2026

- Developed the SPRINT web application, an internal monitoring and audit system aimed at digitalizing and streamlining the audit processes for the Inspectorate Division.
- Designed and implemented a highly responsive user interface across multiple devices utilizing the Laravel framework and Tailwind CSS library to ensure optimal user experience.
- Engineered a robust Role-Based Access Control (RBAC) system to securely manage specific hierarchical permissions for diverse user roles, including Auditee, Auditor, and Technical Supervisor.
- Build authentication system to enhance system security, streamline user access, and improve overall system connectivity.
- Executed the end-to-end Software Development Life Cycle (SDLC), from requirement analysis to deployment, utilizing MySQL for reliable database management.

Empowr Web Application

Jun 2025

- The project team leader and also acts as a scrum Master of Project.
- Positioned role as hustler and front-end engineer.
- Conducting research on product user needs.
- Designing a Business Model Canvas (BMC) of Empowr web application.
- Designing a business process of Empowr web application using BPMN.
- Leading projects with a combined framework of lean startup and scrum supported by OutSystems Platform and Jira.
- Validating user requirements using the product Minimum Viable Product (MVP).
- Coding the front end of the Empowr web application using the Tailwind CSS framework.

Relawanin Application (Web & Mobile)

Feb 2024

- Acted as the project team leader and front-end engineer, managing the end-to-end development lifecycle using the Scrum framework supported by Jira.
- Implemented a User-Centered Design (UCD) framework, conducting qualitative and quantitative research with over 20 potential users to drive product requirements.
- Designed high-fidelity user interfaces and prototypes using Figma, and validated them by performing moderated and unmoderated usability testing via Maze.
- Developed the mobile application utilizing the Flutter framework and deployed a NoSQL database via Google Firebase.
- Built the web application utilizing Bootstrap and the CI3 framework, and deployed a relational database management system using MySQL.

UI/UX Design of JabarUlin Application

Sept 2022

Human Computer Interaction Lecture

- Performing a business definition and requirements analysis.
- Applying standards or style guides to design UI.
- Applying a good system usability according to design goals.
- Create a user interface design and prototype of JabarUlin application using Figma.

CERTIFICATION

- SNI ISO 19011:2018 Pedoman Sistem Audit Manajemen ([Credential](#))
Organizer: Badan Standardisasi Nasional
- Flutter Development ([Credential](#))
Organizer: Google Cloud Skills Boost
- Figma for UI/UX Design ([Credential](#))
Organizer: MySkill
- Developing a Google SRE Culture ([Credential](#))
Organizer: Google Cloud Skills Boost
- Git and GitHub ([Credential](#))
Organizer: MySkill
- Soft Skill Career Class(STAR)([Credential](#))
Organizer: Directorate of Student Affairs, Career, & Alumni Telkom University

SKILL

Software: Microsoft Office, GitHub, Jira, Figma, Visual Studio Code, MySQL, Adobe Photoshop, Canva, SonarQube, Katalon, Maze, AI Prompting.

Programming Language: HTML, CSS, SQL, PHP, Python, Java, Javascript, Typescript, Golang, C++, C#, Dart.

Framework: Agile, Scrum, Bootstrap, Tailwind CSS, Node JS, React JS, Next Js, CI3, Laravel, Flutter, Astro, ASP.NET, Design Thinking, Lean Startup, User Centered Design.

Soft Skill: Teamwork, Leadership, Good Communication, Problem-Solving, Time Management.

Language: Indonesia, English (EPRT: 483).