Portfolio edition of 25 September 2026 PDF

Software developer in Jakarta, formerly at CNN Indonesia

Moved a company off legacy shared hosting onto a centralized AWS setup with no interruption to daily operations.

At CNN Indonesia I built backend workflows and REST APIs, processed large volumes of external data, and shipped dashboards for administration and event management. I also helped deploy the applications to remote servers and keep them stable in production.



Alfi Ghozwy.

FOR HIRE.

Freelance software projects: web, mobile, desktop and games.

Email: syifanaalfi@gmail.com
Based in: Jakarta, Indonesia (Remote Friendly & Onsite Ready)
LinkedIn: www.linkedin.com/in/alfi-syifana-ghozwy-b4a009220
GitHub: github.com/shizucc
Web: alfighozwy.my.id

Career

Current (June 26 - Now)

IT & BUSINESS OPERATION

PT Anugerah Pertiwi Mandiri - Jakarta, Indonesia

Architected and deployed a centralized cloud infrastructure on AWS to replace legacy shared hosting systems. Executed a seamless end-to-end migration, ensuring uninterrupted operational continuity while significantly enhancing the overall scalability, performance, and reliability of the infrastructure.

Freelance Software Developer

Current (Jan 26 - Now)

Remote

Taking on freelance software projects.

Software Developer Intern

1.5 Years (Sep 24 - Dec 25)

CNN Indonesia (PT. Trans News Corpora) - Jakarta, Indonesia

Worked as a Software Developer Intern at CNN Indonesia, contributing to the development of multiple internal and public-facing web applications. Responsible for building backend workflows, designing RESTful APIs, processing large-scale data from external sources, and implementing frontend features to support administrative dashboards and event management systems. Also assisted in deploying applications to remote servers and ensuring system reliability in production environments.

Graphic Designer Intern

1 Month (Jan 24 - Feb 24)

BPS Banyumas Regency - Purwokerto, Indonesia

Created data reports, infographics, and visual materials to support statistical publications and data communication for public and institutional use.

Website Staff

2 Month (Aug 23 - Oct 23)

Soedirman Digital School 2023 Bootcamp - Purwokerto, Indonesia

Develop, maintain, and manage an SDS Wordpress based website, manage an SDS Bootcamp website (Moodle based).

Website & Mobile Application Staff

10 Month (Feb 23 - Dec 23)

Student Executive Board of Jenderal Soedirman University - Purwokerto, Indonesia

Develop, maintain, and manage a BEM Wordpress based website, build REST API based on Laravel, build an Android application based on Flutter.

Honors

2025 · Game Development IGI Compfest 2025

Finalist of Indie Game Ignite (IGI) Compfest 2025

Achieved finalist position in the Indie Game Ignite competition at Compfest 17, contributed as a game designer and storywriter.

Certificate

2022 · Game Development IGI Compfest 2022

Winner of Audience Favorite in Indie Game Ignite (IGI) Compfest 2022

This certificate was awarded for winning the Audience Favorite category in the Indie Game Ignite competition at Compfest UI 2022, contributed as a programmer.

Certificate

Training

Professional Front-End Path

Dicoding Front End

Mastered building interactive and responsive web applications using modern JavaScript, CSS frameworks, and React.

Kominfo DTS Scholarship

AWS Cloud Training

Practical experience with AWS core services, architecture design, and serverless computing deployments.

Front page stories

WEB APPS (9)

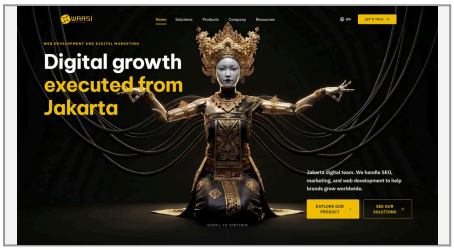
Waasi Digital

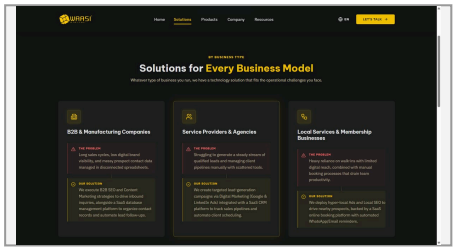
`Next.Js, Prisma, MySQL`

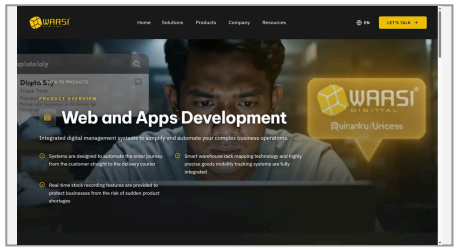
Waasi Digital is a digital solutions company that provides web and application development services to help businesses establish and grow their digital presence. The platform showcases its services and solutions, covering website development, business applications, and digital solutions tailored to different business needs.

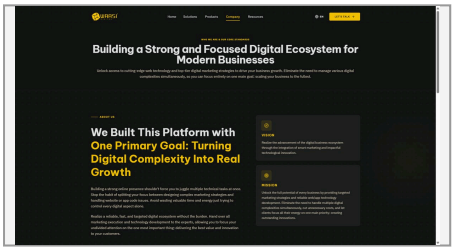
- Developed the full-stack web application using Next.js, Prisma, and MySQL
- Designed and implemented responsive interfaces for various business and operational needs
- Built backend services, database schemas, and data management workflows using Prisma and MySQL
- Integrated frontend and backend components into a unified, maintainable application

Open online: alfighozwy.my.id/projects/project-15









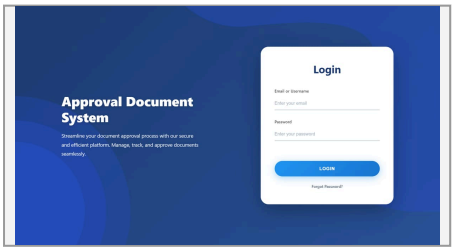
Paperless-App

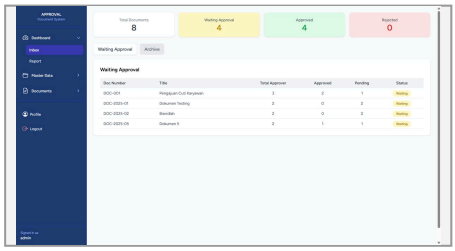
`LARAVEL, MySQL, TAILWIND CSS`

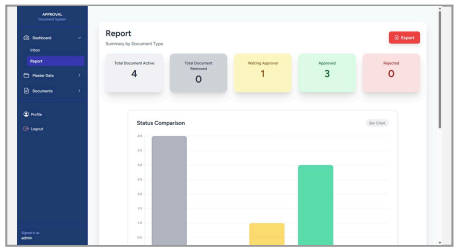
Paperless-App is a digital solution designed to streamline document approval workflows with secure electronic signatures. The system includes an admin role responsible for uploading documents, and an approver role tasked with reviewing and approving them

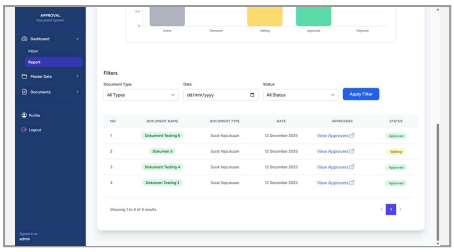
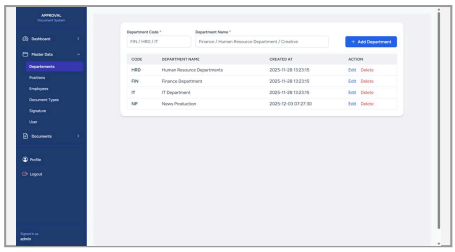
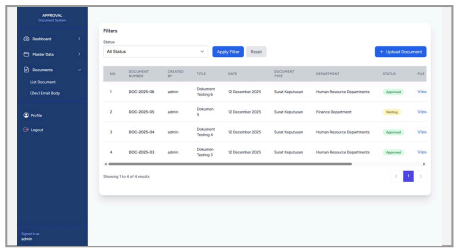
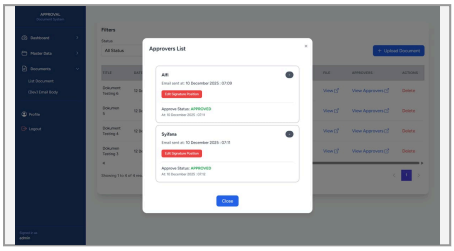
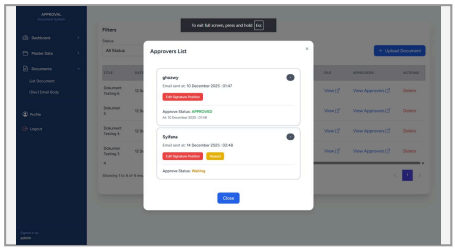
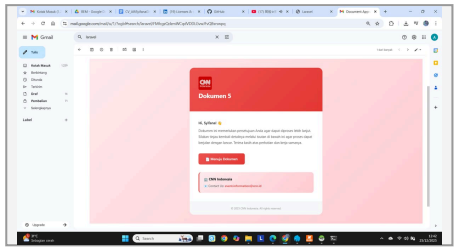
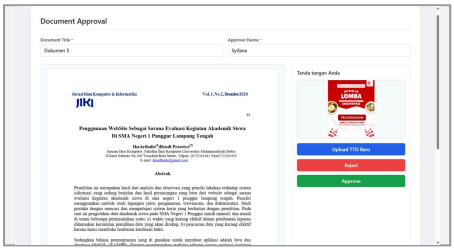
- Built secure backend workflows for digital document approval and electronic signatures using Laravel.
- Led the development of an internal paperless approval system as Project Leader.
- Designed structured approval flows to streamline document processing and reduce manual administrative work.
- Contributed to improving efficiency by enabling fully digital document approval workflows.

Open online: alfighozwy.my.id/projects/project-999







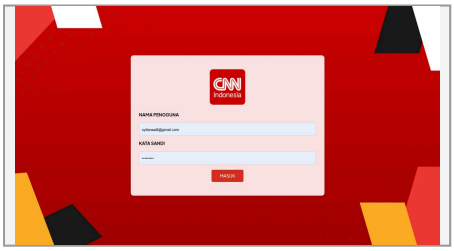
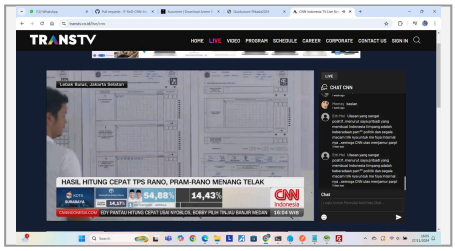
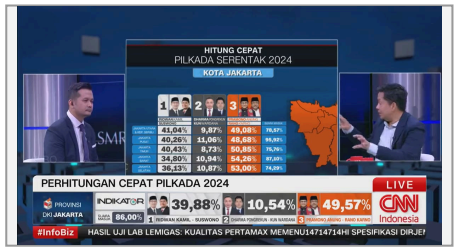
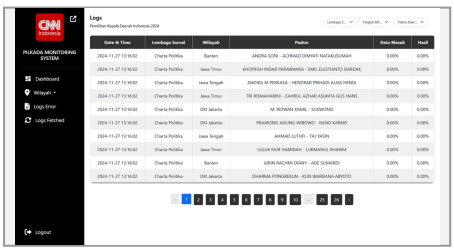
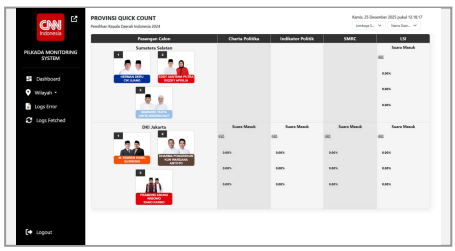
Quick Count Data Management System for Pilkada 2024

LARAVEL, BOOTSTRAP, MYSQL

Quick Count Data Management System for Pilkada 2024 is Data management application for the 2024 Indonesia simultaneous regional elections (Pilkada) to monitor data and broadcast results to CNN Indonesia's television channel.

- Built a web-based Quick Count data management system to process and display election results for the 2024 Regional Elections.
- Integrated and standardized election data from multiple survey institutions using REST APIs.
- Developed an admin dashboard to manage incoming data and monitor real-time results.
- Implemented a live display interface used for television broadcast coverage.
- Ensured reliable real-time data delivery to support accurate and timely election reporting.

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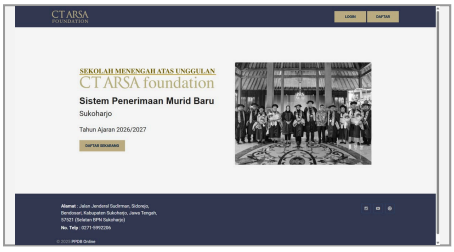
PPDB Registration System for SMAU CT Arsa

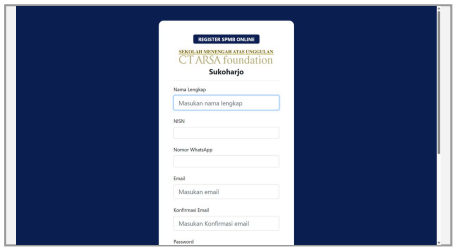
LARAVEL, MySQL, BOOTSTRAP

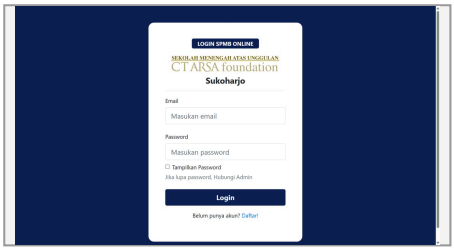
PPDB Registration System is a web-based application designed to simplify and digitize the admission process for SMAU Ctarsa. Student Features: online registration, submission of personal and academic data, and application tracking. Admin Features: centralized management of student applications, verification workflow, and reporting dashboard

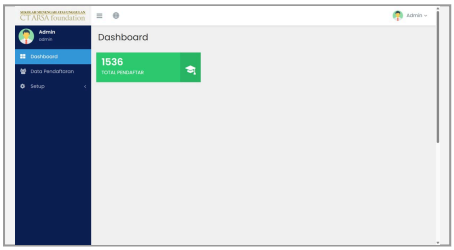
- Designed and developed a web-based student admission system (PPDB) for institutions under CT Arsa Foundation (part of CT Corp Group).
- Implemented features to handle online student registration, data validation, and administrative workflows.
- Streamlined the enrollment process by automating registration and improving data management efficiency.
- Built backend logic to ensure structured data processing and reliable workflow execution.

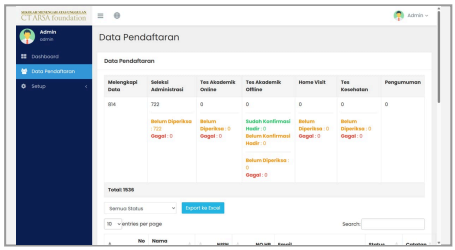
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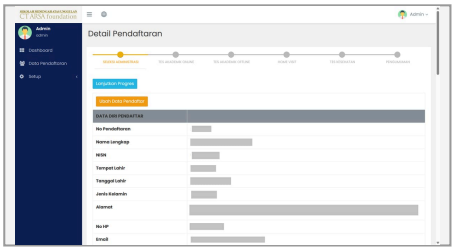












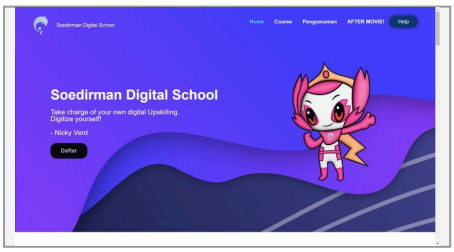
Soedirman Digital School 2023 Website

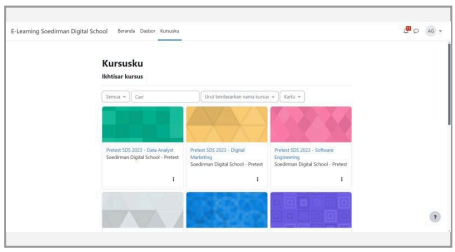
WORDPRESS, MOODLE

Soedirman Digital School (SDS) operates a digital ecosystem built on WordPress and Moodle. WordPress serves as the school's main website, providing public information such as registration, bootcamp details, and graduation announcements. Moodle functions as the Learning Management System (LMS), supporting academic activities including course creation, user management, and performance tracking. Together, these platforms are integrated to deliver a modern, efficient, and accessible learning experience.

- Managed the Moodle LMS, including course creation, user administration, and academic performance monitoring
- Designed and developed the WordPress-based SDS website
- Oversaw the online registration system for new students
- Coordinated bootcamp information and ensured smooth enrollment processes

Open online: alfighozwy.my.id/projects/soedirman-digital-school-2023-website





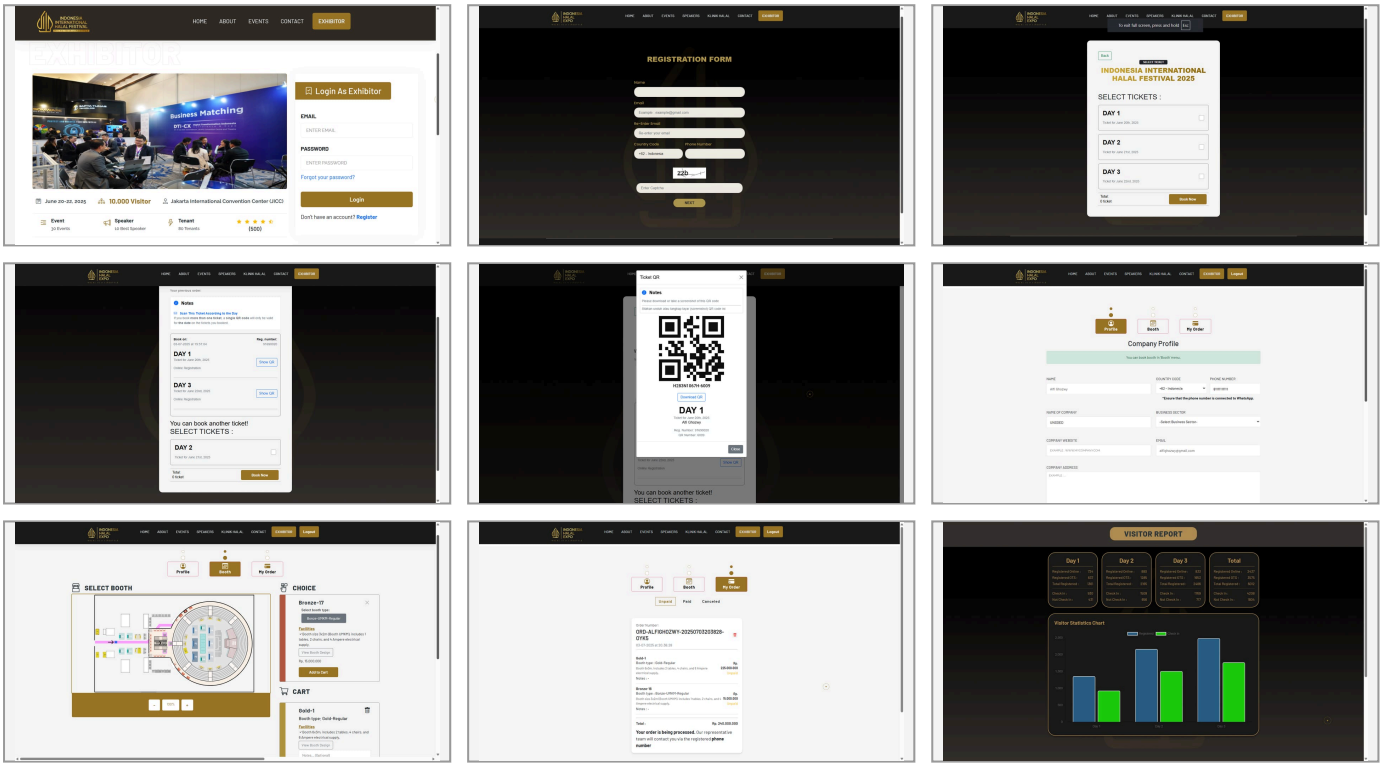
Halal-Festival 2025 App

LARAVEL, BOOTSTRAP, MYSQL

The Halal Festival 2025 App is a digital platform developed to manage the entire event lifecycle of Halal Festival 2025. Visitor Role: enables attendees to register online and gain access to event information. Exhibitor Role: allows exhibitors to book booths, manage participation, and showcase their products. Admin Role: provides administrators with tools to oversee registrations, booth allocations, and overall event management.

- Developed frontend and backend features for an event management system supporting end-to-end event lifecycle processes.
- Implemented functionality for participant registration, data processing, and administrative operations.
- Enhanced operational reliability and improved participant experience through structured system workflows.
- Supported system integration between frontend interfaces and backend services.

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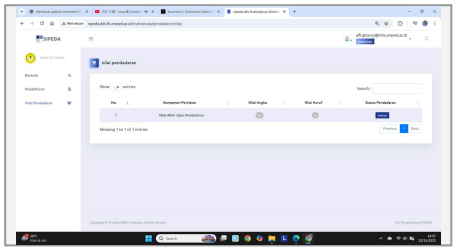
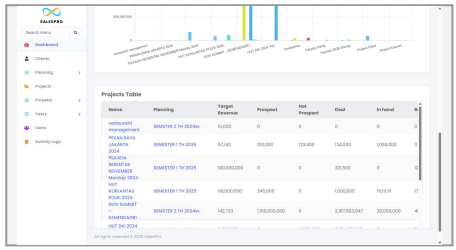
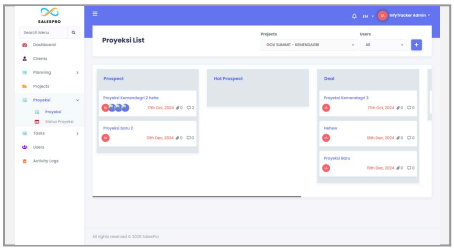
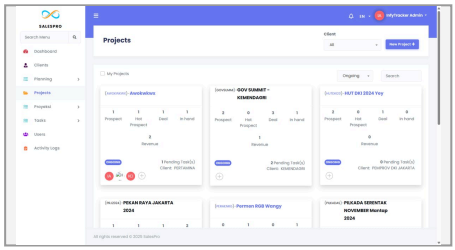
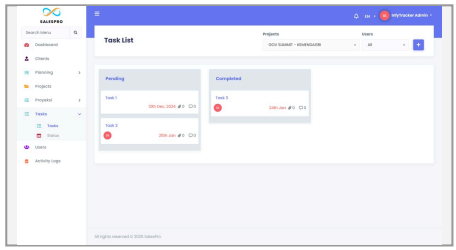
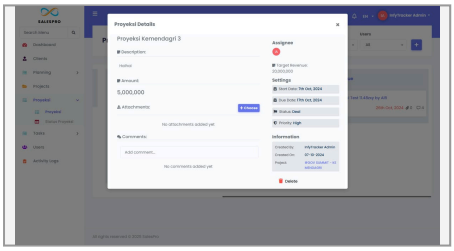
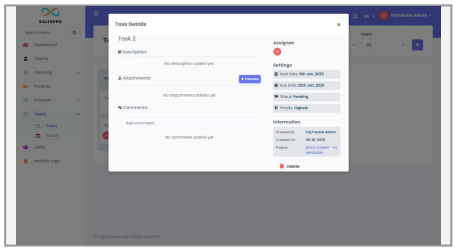
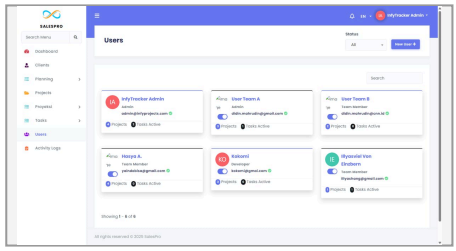
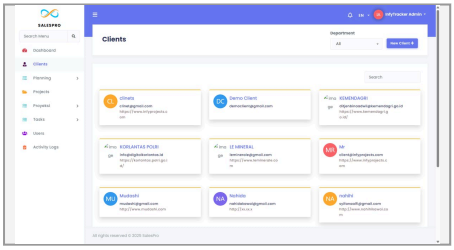
ProSales: Streamlining Financial Management at CNN Indonesia

LARAVEL, BOOTSTRAP, MYSQL

Prosales is an internal application of CNN Indonesia's Finance Division, designed to streamline project tracking, task management, and financial record-keeping. It enables the finance team to monitor every activity in a structured, efficient, and transparent way, making project management and financial administration easier and more accurate.

- Maintained and enhanced an internal financial and project management system used within the organization.
- Implemented system improvements to support accurate financial data processing and project tracking.
- Supported system stability and ensured reliable operation of financial workflows.
- Contributed to improving data accuracy and transparency in internal financial management processes.

Open online: alfighozwy.my.id/projects/project-8

Student Executive Board (BEM) of UNSOED Website

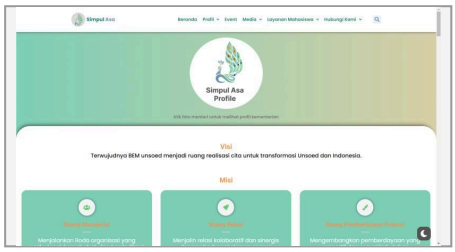
WORDPRESS, UI/UX

The BEM UNSOED website serves as the main platform for the Student Executive Board (BEM) of UNSOED (Universitas Jenderal Soedirman) and was built with Wordpress. It provides information about UNSOED

- Contributed as a UI Designer, focusing on responsive and user-friendly interfaces
- Designed modern layouts and typography to enhance overall user experience
- Developed and customized websites based on WordPress
- Integrated plugins and tailored features to meet project requirements
- Optimized site performance and ensured reliable functionality

Open online: alfighozwy.my.id/projects/project-3





InsideU

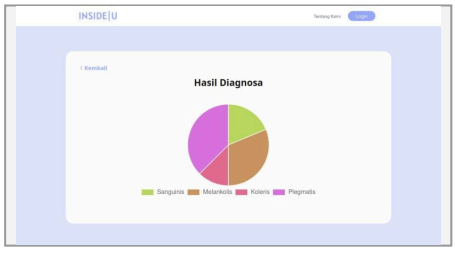
LARAVEL, REACT, MYSQL

Inside-U is a web-based personality assessment system designed to help users understand their personality traits through interactive tests. The platform processes user responses and provides structured personality analysis results through an intuitive and user-friendly interface.

- Contributed as a UI Designer by creating intuitive and user-friendly interface layouts.
- Developed backend features to process user responses and generate structured personality test results.
- Integrated frontend components with backend services to ensure smooth system workflows.
- Supported system testing and refinement to improve usability and reliability.

Open online: alfighozwy.my.id/projects/project-9





MOBILE APPS (2)

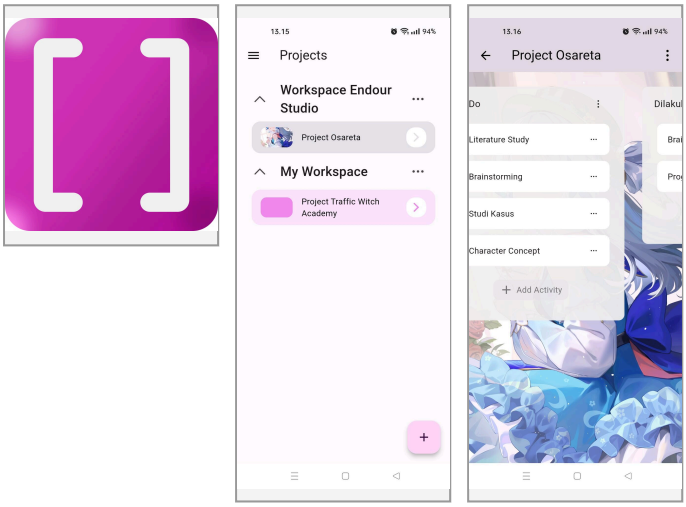
Aray

`Flutter, Firebase, Dart`

Aray[project] is an Android application designed for project management. Inspired by Trello. Built with Flutter and Firebase, the app allows users to easily and systematically manage projects. With collaborative features, team cooperation becomes more effective and efficient.

- Contributed as a UI Designer
- Integrating Firebase for real-time data synchronization and user authentication
- Implemented state management using Provider for efficient data handling

Open online: alfighozwy.my.id/projects/project-1



AppSoed Pro

`Flutter, Firebase, Rest API, Laravel`

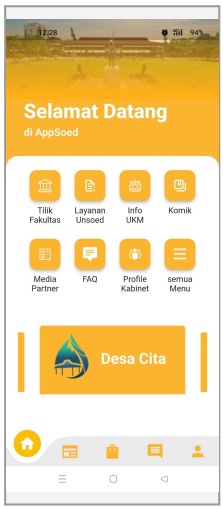
Appsoed Pro is a mobile application developed by Student Executive Board (BEM) of UNSOED (Universitas Jenderal Soedirman) , containing comprehensive information about UNSOED to meet the informational needs of UNSOED students. It also features various entertaining elements.

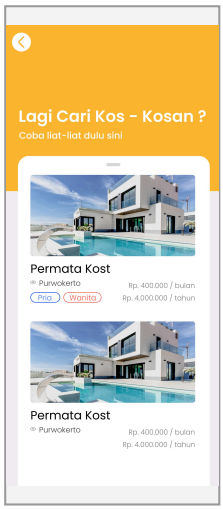
- Designed intuitive and responsive user interfaces to enhance student experience.
- Implemented consistent visual elements and typography for a cohesive app identity.
- Developed and optimized front-end features using Flutter.
- Built and maintained back-end logic to support dynamic content and user interactions.
- Integrated comprehensive UNSOED information into the app to meet students' needs.
- Contributed to entertainment features that enrich the overall user engagement.
- Collaborated with the BEM UNSOED team to align technical implementation with organizational goals.

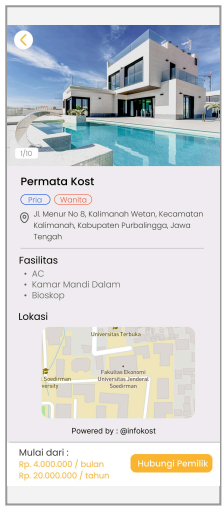
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DESKTOP APPS (1)

Toyota Bioetnol Ecosystem

`WPF .Net`

An interactive Toyota Biofuel Ecosystem application was developed as an educational and exploratory media platform for biofuel exhibitions, with multi-display support for interactive installations. The system incorporates multimedia content management, video playback, interactive quizzes, mini games, a calculator, and a pledge feature within a single WPF-based desktop application. An MVVM architecture was implemented, with flexible content management through the Launcher Window for easier updates and configuration. The application was deployed and used for Toyota exhibition purposes.

- Developed the WPF-based desktop application and implemented its core architecture using the MVVM pattern
- Developed interactive features including quizzes, mini games, calculator, pledge, and multimedia playback
- Implemented multi-display functionality and content management for menus, quiz questions, and multimedia assets
- Handled testing, troubleshooting, deployment, and technical support for the delivered exhibition application

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GAMES (4)

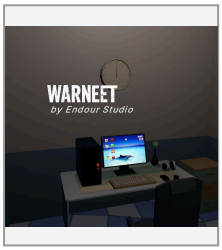
Warneet

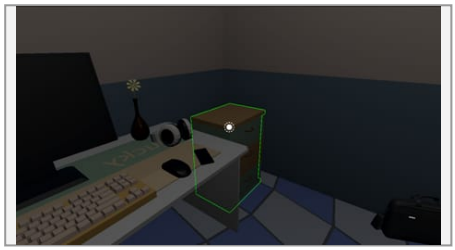
UNITY

Warneet is a 3D horror game blending puzzle elements with semi–visual novel storytelling. Players dive into a mysterious narrative while solving critical puzzles that shape the journey. You take the role of someone trapped inside an internet café booth, constantly haunted by a mysterious figure—every choice and action determines how the story unfolds. This game was a finalist in the Indie Game Ignite Compfest 17 competition held by the University of Indonesia.

- Contributed as a Game Designer by designing gameplay mechanics and puzzle flow to support story progression.
- Developed puzzle concepts that challenged players while maintaining narrative consistency.
- Designed interactive story elements to enhance player immersion and decision-based outcomes.
- Collaborated with team members to refine gameplay balance and overall user experience.
- Participated in iterative testing and design improvements based on gameplay feedback.

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Mangun : Bangga Bangun Desa

GODOT ENGINE

A village management simulation game where players oversee the budget to develop essential sectors over a five-year period. With constrained resources, players must strategically allocate the budget to progress the village.

- Served as the Main Programmer, responsible for developing core systems, gameplay logic, and feature implementation.
- Designed and implemented gameplay mechanics simulating budget allocation and village sector development.
- Built resource management systems to handle limited budgets and long-term development planning.
- Implemented progression mechanics to simulate village growth over a five-year period.
- Performed debugging and optimization to ensure stable and responsive gameplay.

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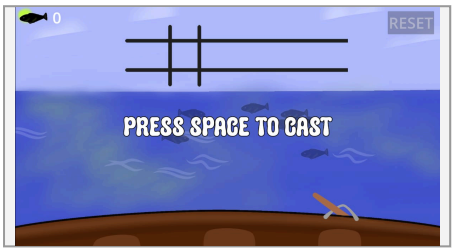
Fishy Funk

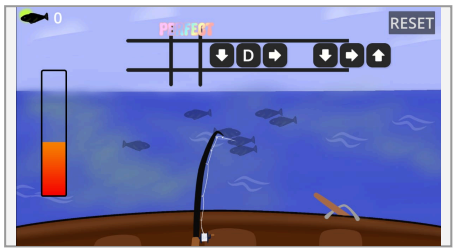
GODOT ENGINE

Fishy Funk is an innovative and experimental game that creatively merges the elements of fishing and rhythm gaming into a unique and engaging experience.

- Implemented core gameplay systems that combined rhythm-based timing mechanics with fishing gameplay elements.
- Developed synchronization logic to ensure accurate rhythm timing and responsive player input handling.
- Integrated gameplay features to create a seamless interaction between different game mechanics.
- Performed debugging and optimization to maintain stable gameplay performance.
- Collaborated with designers and artists to refine gameplay experience through iterative testing.

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Lykaia

GODOT ENGINE

Lykaia is an action game with a tower-defend gameplay concept where you play as a knight and a cowboy to protect a village by fighting hordes of werewolves. This game won the 'Audience Award' at the Indie game competition Ignite Compfest 17 held by the University of Indonesia.

- Served as the Main Programmer, responsible for implementing core gameplay systems and game logic.
- Developed tower-defense mechanics including enemy spawning, attack behavior, and defense interactions.
- Built and integrated character animations to support smooth combat and movement mechanics.
- Implemented gameplay features to support multi-character roles (knight and cowboy) within the defense system.
- Performed debugging and optimization to ensure stable gameplay performance during high-intensity battles.
- Collaborated with designers and artists to refine gameplay balance and improve overall player experience.

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