

Muhammad Nabhan Rifa'i

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SUMMARY

JavaScript developer (React, Node.js, PostgreSQL) trained through Hacktiv8's 400+ hour immersive program. Shipped multiple full-stack projects including SaveBite, a food rescue marketplace deployed on AWS EC2, and Doodly, a real-time multiplayer drawing app built with Socket.IO and Google Gemini AI. Brings a design-aware eye from freelance UI/UX design experience across multiple client projects, translating clean, user-centered interfaces into functional code.

SKILLS

Language: JavaScript, Typescript

Front End: React JS, Redux Toolkit, React Native, Next.js, HTML & CSS, Tailwind CSS, DaisyUI, Vite

Back End: Node JS, Express, Sequelize, PostgreSQL, MongoDB, GraphQL (Apollo Server/Client), Socket.IO, RESTful API, JWT

Other: Figma (UI/UX Design), Jest & Supertest (Testing), Git/GitHub, AWS EC2, Cloudflare, Vercel, Google Gemini API, Bahasa Indonesia (Native), English (Intermediate)

PROJECTS

Bluedit — Reddit-Inspired Social App ([Repo](#)) (Aug 2026)

A Reddit-inspired mobile social app with a React Native client and a GraphQL/MongoDB backend, where users create and comment on posts, follow each other, and browse a Redis-cached feed.

- Built a GraphQL API with Apollo Server, MongoDB, and JWT auth, supporting post creation, embedded comments, and a follow system built on \$lookup-based relations.
- Implemented Redis caching for the main post feed using a cache-aside pattern, invalidating the cache on every create/update/delete to keep data fresh.
- Built the React Native (Expo) client with Apollo Client, covering onboarding, auth, feed, profile, search, and follow-list screens.

Tech stack: React Native, Expo, Apollo Client, Apollo Server, GraphQL, MongoDB, Redis, JWT, bcryptjs

Doodly — Real-Time Multiplayer Drawing Game ([Repo](#)) (July 2026)

A real-time multiplayer collaborative drawing canvas where all players in a room sketch together on the same canvas to complete AI-generated topics, with an AI evaluator scoring similarity and roasting the results each round.

- Led frontend development on a 3-person team using React 19 + Vite, centralizing canvas, player, and score state via a custom useGameSocket hook + useReducer/Context pattern.
- Integrated Socket.IO and Google Gemini AI for live multiplayer canvas sync and round evaluation, generating a 0–100% similarity score plus an AI written roast per round
- Built real-time live cursors, player avatars, and a synchronized room timer across all clients, plus a gallery/scoreboard recapping each round's results.

Tech stack: React JS, Vite, React Router, Tailwind CSS, DaisyUI, Socket.IO, Node.js, Express, Google Gemini AI, Railways, Vercel

SaveBite — Food Rescue Marketplace ([Repo](#)) (July 2026)

A food rescue marketplace connecting sellers with surplus food to buyers, using AI-generated item descriptions, geolocation-based store discovery, and anti-abuse safeguards like discount caps and per-buyer limits to keep still-edible food from going to waste.

- Integrated Geoapify Geocoding API to auto-convert seller addresses into coordinates, powering a location-based "nearby stores" search.
- Integrated Google Gemini AI to auto-generate item descriptions, plus anti-abuse rules capping discounts at 40% and limiting orders per buyer.
- Wrote backend tests with Jest + Supertest (90% coverage) and deployed on AWS EC2 behind Cloudflare for a stable live deployment.

Tech stack: React, Redux Toolkit, Node.js, Express, Sequelize, bcryptjs, PostgreSQL, JWT, Jest, Supertest, AWS EC2, Cloudflare, Vercel

Mediko PPDS — UI/UX Redesign ([Live Site](#))

(December 2025)

A UI/UX redesign of Mediko PPDS, an e-learning platform helping Indonesian doctors prepare for medical specialist (PPDS) admission exams, focused on simplifying complex course content into a clearer, more intuitive learning experience.

- Redesigned the UI in Figma, refining content structure, layout, and visual hierarchy, and ensured a responsive experience across desktop and mobile for the course catalog, VOD library, and try-out system.
- Collaborated with 1 partner to deliver the redesign for a live, production platform now used by hundreds of medical doctors preparing for PPDS admission.

Tech stack/Tools: Figma, UI/UX Design, Responsive Web Design

EDUCATION

Full Stack JavaScript Immersive Program — Hacktiv8

May 2026 – Aug 2026

Jakarta, Indonesia | Grade: A- ([Transcript](#))

Bachelor of Information System — Universitas Dian Nuswantoro

Sep 2021 – Feb 2025

Semarang, Indonesia | GPA 3.86 / 4.00

WORK EXPERIENCE

UI/UX Designer — Freelance

Feb 2025 – Mar 2026

Semarang, Indonesia

- Worked on multiple client projects, including designing a modern and responsive interface (e.g., PT Solid Utama Logistik, Hybrix Athlete, Aconsia, and Mediko PPDS).
- Involved developing wireframes, prototypes, and interactive mockups, focusing on usability, clarity, accessibility, and delivering clean, trustworthy visual designs aligned with each client's goals.
- Delivered design work for all 4 client projects within under a year, managing overlapping timelines across multiple concurrent engagements.

Bidang Sistem Pemerintahan Berbasis Elektronik — DISKOMINFO

Nov 2024– Dec 2024

Semarang, Indonesia

- Collected, organized, and validated structured data for institutional and school websites to ensure accuracy and consistency.
- Conducted comparative reviews of Large Language Models (LLMs) based on performance, accuracy, and efficiency.
- Assisted in analyzing AI generated data and preparing analytical reports and basic visualizations for internal stakeholders.

IT Operation Department — Telkomsel

Sep 2024 – Oct 2024

Semarang, Indonesia

- Supported internal digital tools by assisting in user needs analysis and identifying interface improvement opportunities.
- Collaborated with UX and technical teams to gather feedback and document system enhancement requirements.

CERTIFICATIONS

Software Engineer Intern — HackerRank, Aug 2026

React (Basic) — HackerRank, Aug 2026

JavaScript (Basic) — HackerRank, Aug 2026

CSS — HackerRank, Aug 2026

Problem Solving (Basic) — HackerRank, Aug 2026

Database Administrator — Badan Nasional Sertifikasi Profesi (BNSP), May 2025

Belajar Dasar UX Design — Dicoding, Sep 2024