

MUHAMMAD FARRAS JIBRAN

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Highly proficient Frontend Developer with nearly 4+ years of experience building and deploying responsive, high-performing web and mobile applications using React JS, Next JS, Remix JS, React Native, and popular UI frameworks like Chakra UI, Tailwind CSS, and Daisy UI. Proven ability to deliver exceptional user experiences and contribute significantly to agile or scrum development cycles.

Experience

Software Engineer (Front-End Developer)

October 2021 – Present
Jakarta, Indonesia • WFO

PT. Informatika Media Pratama

- Engineered and maintained robust, scalable, and responsive user interfaces for web applications using modern technologies such as React.js, Redux, and TypeScript.
- Collaborated effectively with UI/UX designers and backend developers to transform wireframes and mockups into pixel-perfect, interactive user experiences.
- Optimized application performance by implementing efficient code, minimizing rendering times, and reducing load times, resulting in a smoother user experience.
- Developed and documented reusable UI components and libraries, promoting code consistency and accelerating development cycles across multiple projects.
- Integrated RESTful APIs to fetch and display dynamic data, ensuring seamless communication between the frontend and backend systems.
- Utilized Git for version control, managing codebases, and collaborating with a team in an agile development environment.
- Wrote clean, well-structured, and testable code to ensure long-term maintainability and easier debugging.
- Stayed current with emerging frontend technologies and best practices to introduce new tools and techniques that improved workflow and product quality.

Lead Engineer

November 2022 – November 2023
Jakarta, Indonesia • WFO

PT. Informatika Media Pratama

- Led a technical team to keep systems stable and aligned with business needs.
- Analyzed workflows and system requirements, then translated them into clear technical solutions.
- Communicated with stakeholders and explained technical issues in simple terms.
- Monitored system performance and proposed improvements based on operational data.
- Set work priorities so the team could meet deadlines.
- Guided and supported team members to strengthen their technical capabilities.
- Ensured all processes followed safety and operational standards, especially for boiler operations.
- Supervised boiler inspections and maintenance to keep operations safe and efficient.
- Resolved technical issues quickly through cross-team coordination.
- Prepared concise project updates for management.

Freelance Trainer

February 2021 – June 2022

Rumah Coding

Depok, Indonesia • WFO

- Instructed and mentored young learners in foundational web development skills, covering HTML, CSS, and JavaScript, fostering their interest and abilities in coding.
- Developed and delivered a comprehensive curriculum for React.js, enabling students to learn and apply modern front-end development frameworks.
- Taught and guided students through the fundamentals of back-end development using the Laravel framework, broadening their understanding of full-stack development.

Software Engineer Internship

November 2019 – February 2022

XNetwork

Depok, Indonesia • WFO

- Developed and implemented a new company profile page for PT. XNetwork using React.js, creating an essential digital presence for the company.
- Engineered a Content Management System (CMS), also with React.js, to enable easy management and updates of the company profile content, improving operational efficiency.
- Gained hands-on experience in front-end development with React.js, a first-time experience, while delivering two crucial web projects that directly impacted the company's online representation.

Education

Bachelor Of Science In Computer and Information Sciences

September 2022 – Present

Indonesia Open University (Universitas Terbuka)

Computer Science

GPA (3.11/4.00)

High School

Oktober 2018 – Oktober 2021

SMK Taruna Bhakti

Skills

- Next JS
- React JS
- Remix JS
- React Native
- Laravel
- Lumen
- Django

Projects

Pusaka Super Apps (KEMENAG)

<https://pusaka.kemenag.go.id>

Developed a cross-platform mobile application (React Native) integrated with backend services (Django, Laravel, Next.js) for the Indonesian Ministry of Religious Affairs (KEMENAG), enhancing user engagement and streamlining access to religious services and information. The application significantly improved service delivery and user satisfaction.

Waste Management System (KEMENKES)

<https://wms.smile-indonesia.id>

Developed a comprehensive waste management system for KEMENKES using Next.js, Node.js, and React Native, resulting in a streamlined web and mobile application for efficient waste tracking and management, improving operational efficiency and data analysis capabilities.

Tanda Tangan Elektronik (KEMENAG)

<https://tte.kemenag.go.id>

Developed a secure, Laravel-based web application for Kemenag's electronic signature system, streamlining document verification and authorization processes. The application enhanced efficiency and security through robust authentication and data encryption, resulting in significant time savings and improved operational workflows.

Program Beasiswa Santri Berprestasi (KEMENAG)

<https://pendaftaran-beasiswa.kemenag.go.id/pbsb/>

This project is a web application designed to manage the scholarship program for high-achieving santri (students at Islamic boarding schools) organized by the Kementerian Agama (KEMENAG), Indonesia's Ministry of Religious Affairs. The platform digitizes the entire scholarship process, making it more accessible and efficient for both applicants and administrators.

Beasiswa Indonesia Bangkit (KEMENAG)

<https://beasiswa.kemenag.go.id>

This is a web application for the "Beasiswa Indonesia Bangkit" (BIB) scholarship program, a joint initiative by the Kementerian Agama (KEMENAG) and the Lembaga Pengelola Dana Pendidikan (LPDP). The platform is built with Laravel and serves as a digital hub for managing the entire scholarship process, from application to selection. It allows students to easily register, submit their applications and required documents online, and track the status of their submissions. The system also provides administrators with a centralized and efficient way to manage and evaluate all scholarship applications.

PINTAR (KEMENAG)

<https://pintar.kemenag.go.id/>

PINTAR (Pusat Informasi Pelatihan dan Pembelajaran) is a web application developed for the Kementerian Agama (KEMENAG). It functions as a digital learning platform, offering online training and knowledge resources to KEMENAG employees and the public. The application is built with a powerful technology combination, using React.js for a dynamic and responsive user interface and Laravel for its robust back-end and secure data management. PINTAR aims to facilitate accessible, self-paced learning and competency development for a wide range of users.

BOS Madrasah (KEMENAG)

<https://bos.kemenag.go.id>

BOS Madrasah is a web application developed for the Kementerian Agama (KEMENAG) to manage the School Operational Assistance (Bantuan Operasional Sekolah - BOS) program specifically for madrasah (Islamic schools). The application provides a digital platform for schools to submit their BOS fund proposals, report on fund usage, and for administrators to oversee the distribution and accountability of the funds. The project uses Next.js to create a fast and modern front-end user experience, while Laravel powers the back-end, providing a secure and scalable system for managing financial data and administrative workflows.