

SEVERUS MELVIN RICHARD MULYONO

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SUMMARY

A Software Engineering student at SMK Raden Umar Said Kudus with hands-on experience in building AI-integrated mobile applications using Flutter and designing intuitive user interfaces. Backed by leadership roles in engineering teams and multiple hackathon awards. Leveraging strong frontend expertise alongside a growing proficiency in backend development, actively seeking a Full-Stack Engineering internship to deliver end-to-end product solutions.

EXPERIENCE

PT Patra Jasa (Pertamina Group) - Contract November 2025 -Present
Frontend Developer & UI/UX Designer

- Serve as the main frontend developer for an enterprise asset management application used by a Pertamina Group subsidiary.
- Designed and built 3 core functional modules for end-to-end asset lifecycle management, covering digital opname creation, automated stock control, and real-time tracking.
- Engineered a high-speed barcode scanning feature using Flutter and GetX, eliminating manual data entry inefficiencies for 2,000+ enterprise assets.
- Integrated 15+ enterprise-grade backend REST APIs using Dio and secured application data access by implementing encrypted token management via Flutter Secure Storage.

PROJECTS

Arena Ban — POS & Inventory App (Final School Assessment) January 2026 -Present
Project Lead, Frontend Developer

- Led a 3-member development team to design and deliver a mobile POS & inventory management system for a commercial automotive workshop, successfully replacing a legacy Excel-based tracking framework.
- Accelerated stock lookup and financial reporting speeds by 85% by implementing a dynamic plain-text search, multi-criteria filtering, and an automated business dashboard for real-time profit and inventory tracking.
- Developed critical operational features including tire DOT manufacturing code tracking, automated low-stock alerts, dynamic CSV data export, and a dual-receipt system utilizing Bluetooth thermal printing and WhatsApp API integration.
- Translated high-fidelity Figma designs into a clean Flutter codebase, leveraging Bloc for scalable state management, Go Router for navigation, and Dio for seamless backend API integration.

Constella — Mental Health App (SMARTA LOGIKA 2026) March 2026 - May 2026
Project Lead & Frontend Engineer

- Guided a cross-functional team to a 2nd Place finish out of dozens of competitors by conceptualizing and designing an AI-driven companion mobile application for secure user journaling.
- Built the app's MVP within a 1-week sprint, engineering 8+ responsive screens and solving a 3-hour live challenge to deliver interactive AI chat features.

Waisya — AgriTech App (Dinacom Hackathon 2026) October 2025 - January 2026
Project Lead, Frontend Developer & AI Integration Engineer

- Led an engineering team to a Top 5 finalist finish in a competitive hackathon by building a Flutter-based AgriTech application integrated with the Gemini API for automated plant disease identification.
- Architected the Flutter framework and optimized the backend AI pipeline to streamline image payloads, reducing API response times by 83% (from >60s to ~10s).

EDUCATION

Pengembangan Perangkat Lunak dan Gim (PPLG) July 2024 - Present

SMK Raden Umar Said Kudus

- Average Score:** 92/100 | Expected Graduation: May 2027
- Relevant coursework:** Mobile App Development, UI/UX Design, Agile Thinking, Software Engineering, and Data Structure

SKILLS

- Programming & Frameworks:** Flutter, Dart, FastAPI, Python, SQL
- Databases & Tools:** MongoDB, MySQL, PostgreSQL, Git, Postman, Firebase, Docker
- Languages:** Indonesian (Native), English (Working Proficiency)

CERTIFICATIONS

Introduction to Artificial Intelligence — IBM SkillsBuild	May 2026
Belajar Dasar Visualisasi Data — Dicoding	October 2025
AI Praktis untuk Produktivitas — Dicoding	July 2025
Belajar Machine Learning untuk Pemula — Dicoding	July 2025
Financial Literacy — Dicoding	May 2025
Memulai Pemrograman dengan Python — Dicoding	June 2025
Belajar Membuat Aplikasi Android untuk Pemula — Dicoding	January 2025
Memulai Pemrograman dengan Kotlin — Dicoding	December 2024

AWARDS & ACHIEVEMENTS

SMARTA LOGIKA Competition 2026 — 2 nd Place	May 2026
Dinacom Hackathon Competition 2026 — 4 th Place of 10 Teams	February 2026
Anforcom UI/UX Competition 2025 — Finalist	September 2025