ARVIN ROESLIM

Mobile Developer | Flutter, Kotlin, Swift

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SUMMARY

Mobile developer and final-year Mobile Application and Technology student at BINUS University. I build cross-platform apps with Flutter and native Android apps with Kotlin, and I have started building for iOS with Swift. I design my apps in Figma before I code them, and I can set up the server they run on. Currently an intern at PT Gading Murni until January 2027, looking for a full-time mobile developer role after that.

EXPERIENCE

Mobile Developer Intern, PT Gading Murni Feb 2026 – Present
Jakarta, Indonesia

- Built the company profile website and the e-commerce website.
- Provided IT support for the office: Wi-Fi, printers and shared printing.

Project Intern, PT Gading Murni Oct 2026 – Present
Jakarta, Indonesia

- Handle procurement for institutional client projects in the Project division.

PROJECTS

evo+, Thesis Team Project 2026 – Present
Flutter, Figma, Docker

- Money tracker app that helps young Indonesians build their finances step by step: savings, an emergency fund, then investing.
- Defined the product concept and designed the UI/UX and the Evo mascot in Figma, then built the Flutter front end with an MVC structure and set up the server it runs on.

LaundryHub, Campus Team Project 2025
Kotlin, Figma

- App to check the Binus Square laundry queue, book a slot and get a digital receipt. Led the design in Figma and built the queue and booking features.

Waste2Cash, Campus Team Project 2025
Kotlin

- App that connects people selling recyclable waste with collectors. Built the admin dashboard where collectors manage sellers and schedule pickups.

DoJo Movie, Campus Team Project 2025
Kotlin, SQLite, Google Maps API

- App to browse and buy films and find the nearest store. Built the Home page, the Maps integration and SQLite caching of movie data.

Video Tape Store, Campus Team Project (Flutter, Node.js) 2024

- Store app with a customer side and an admin side. Built the store UI and the admin dashboard for the catalogue.

EDUCATION

BINUS University Sep 2023 – 2027 (expected)
Bachelor's degree, Mobile Application and Technology. Jakarta, Indonesia

SKILLS

Mobile: Flutter, Dart, Kotlin, Swift, Firebase, SQLite
Design: Figma, UI/UX design
Web: HTML, CSS, JavaScript, Node.js, Astro
Tools: Git, GitHub, GitHub Actions, Docker, Linux

CERTIFICATIONS

Dicoding Indonesia, Sep 2026: Belajar Membuat Aplikasi Flutter untuk Pemula; Memulai Pemrograman dengan Dart; Belajar Dasar Pengembangan Aplikasi Mobile

VOLUNTEERING

Teach For Indonesia: Preschool Teacher (Apr 2025 – May 2025), Volunteer (Sep 2023 – Dec 2023)