

Ni'mah Shafwah Addini

iOS Developer · Game Developer · Product Builder

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Summary

Information Systems student (GPA 3.7/4.0, Universitas Brawijaya) and iOS developer at Apple Developer Academy, with 20+ academic and practical digital projects. Combines Swift/SpriteKit and full-stack (Next.js/Supabase) engineering with product management, business intelligence, and four years running an e-commerce brand with 20K+ followers.

Technical Skills

iOS: Swift, SwiftUI, SpriteKit, GameplayKit, Core Haptics, SwiftData, Game Center · **Web:** Next.js, TypeScript, Supabase, PostgreSQL, Vercel · **Data:** SQL, BI dashboards (Looker/Data Studio/Tableau) · **Product:** Agile (Scrum/Kanban), PRD writing, Design Thinking, Figma, Jira, Notion

Featured Engineering Projects

- **Finding Tuki** — 2D SpriteKit ocean adventure game (Apple Developer Academy). Built gameplay state machine, energy system, collision routing, and responsive iPhone/iPad HUD layout.
- **Halcy Hijab Admin Dashboard** — Next.js/TypeScript/Supabase/PostgreSQL platform centralizing products, variants, tiered pricing, stock, orders, and invoices for a real business.
- **isMail** — SwiftUI app for writing messages to your future self; onboarding, Pick-Your-Mode flow, navigation and state management.
- **Bali Halal** — Offline-first halal location discovery app (map + list), built in a one-week challenge.

Professional Experience

PT Mega SuperFood — Product Manager Intern

- Coordinated UI/UX, Developer, and QA teams; wrote PRDs for mobile and web features; led sprint planning.
- Contributed to merchant app launch on Google Play — 300+ merchant downloads; 90% of users completed app & website creation.

Halodoc Technology — Business Intelligence Analyst Intern

- Analyzed healthcare and business data; built KPI dashboards and performance reports for internal stakeholders.
- Translated data into actionable insights for product and operations teams.

Halcy Hijab — Founder & Product Builder (2022–present)

- Built a hijab brand with 20K+ followers; led strategy, product development, marketing, and operations.
- Designed and built the internal admin dashboard that runs the business.

Education

- **Information Systems**, Faculty of Computer Science, Universitas Brawijaya — GPA 3.7/4.0; 1st Runner-Up Outstanding Student of the Faculty.
- **Apple Developer Academy** — challenge-based iOS development (2026).

Awards & Leadership

- 1st Winner — UI/UX Design, DEVFEST Infinite 2024 (FoonyBeam) · 3rd Winner — Business Model, AJISAKA UGM 2024 (Bulk.Co)
- 1st Runner-Up — UI/UX Design, UAD 2024 (GreenBox) · 2nd Winner — Business Plan, INSPACE ITK 2024 (MyFashionize)
- 1st Winner — Business IT 4C Competition 2023 · IBM Professional Skills & Project Management Fundamentals certifications
- Project Manager, HOLOGY 5.0 national event (600+ participants) · National speaker at 10+ events · USA summit delegate 2024