

**Faza Faresha
Affandi**

Portfolio.

2021 – 2025

**App & Game
Development**

RefliQ

Project 1 of 15

A mobile app that helps users sharpen their reflexes, reaction time, and decision-making in unpredictable environments through interactive exercises. With the history feature, users can track their progress over time, allowing them to see improvements and continue refining their reflexes and reaction time. This app was built by myself using SwiftUI, SwiftData, ARKit, and RealityKit.

I created this application to participate in the Swift Student Challenge 2025. Although I was disappointed not to win, it fueled my ambition to keep improving the app and publish it on the App Store. One of the new features I added is an AR mode to help users train their reflexes in a more immersive way. It was also my first time developing with AR, which made it a unique challenge — and an exciting opportunity to explore new technology.

Year

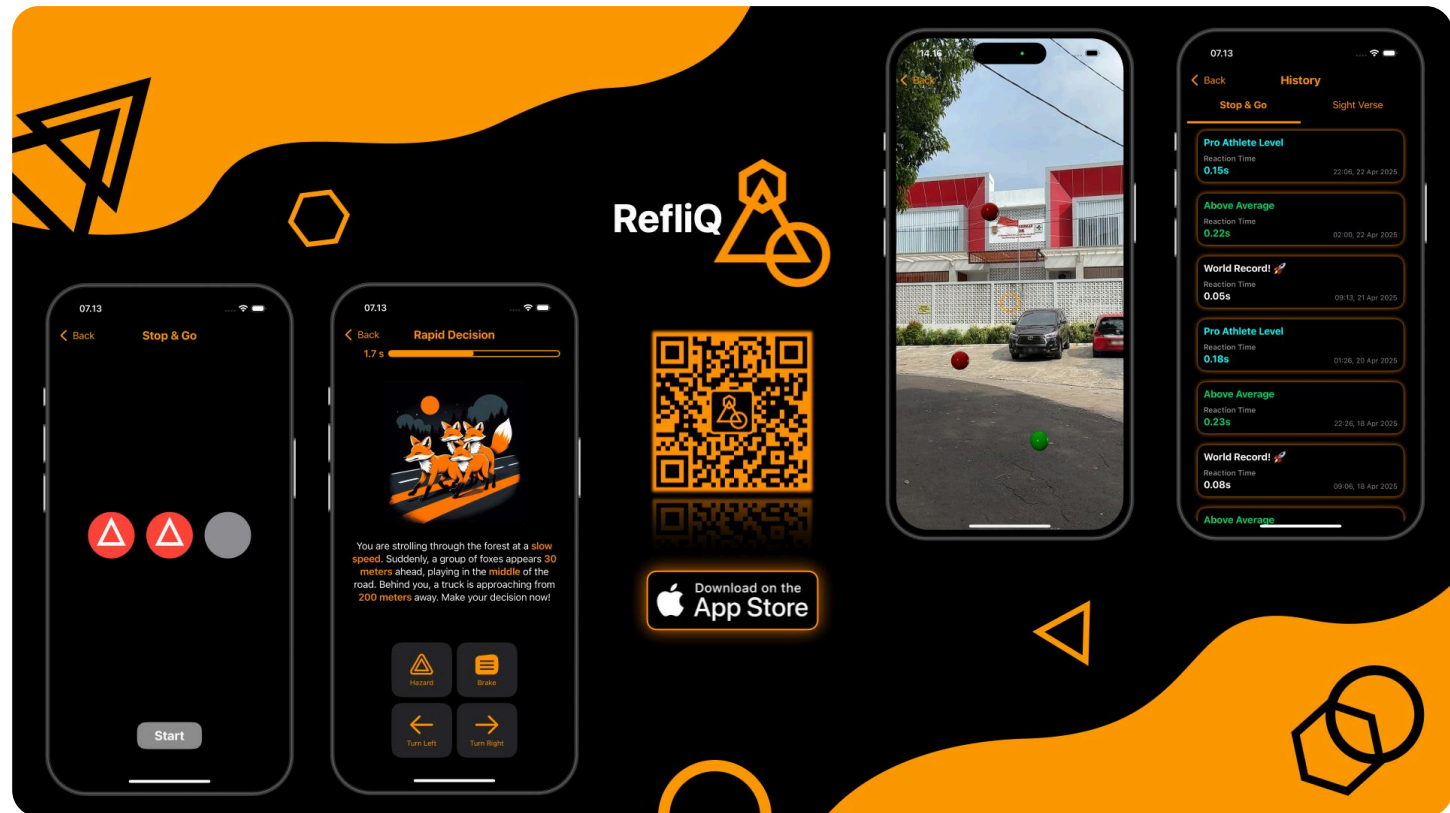
2025

Role

Full-Stack Developer

Publication Link

<https://apps.apple.com/id/app/refliq/id6744930535>



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My Profile Website V2

This website is newest version of my personal website which contains my short story, experiences, skills, educations, resume, portfolio, and projects that I have created. I created this website using Next.js. I created this website so that peoples know more about my background.

This was my first time creating a website using the Next.js framework. It was a challenging yet incredibly exciting experience to learn. I was truly amazed at how advanced modern web frameworks have become, offering powerful features that make development more efficient and seamless. I look forward to building even more complex and interactive web applications in the future.

Year

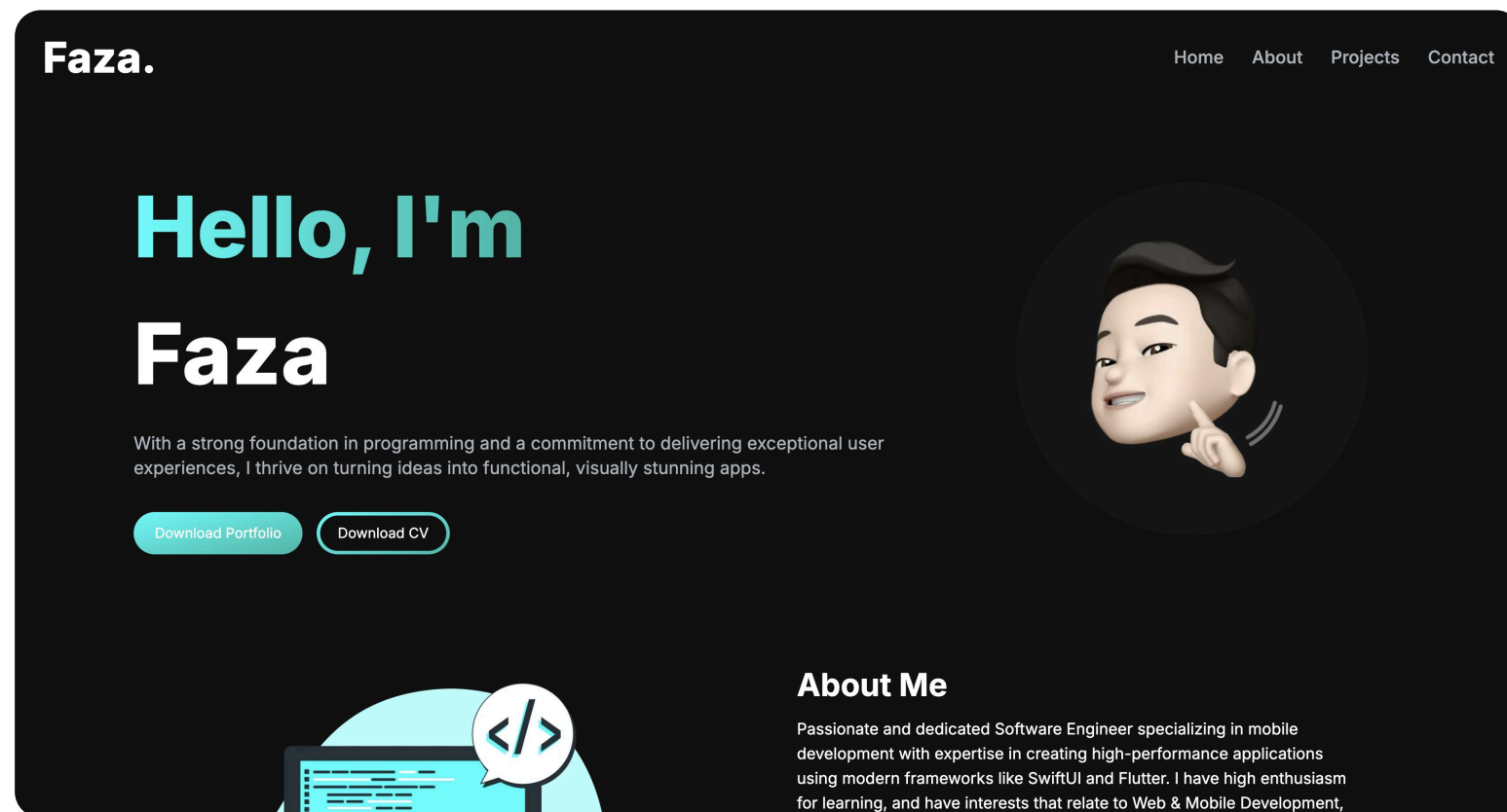
2025

Role

Full-Stack Developer

Publication Link

fazaaffandi.my.id



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STI Mobile – Bimbingan Online

STI Mobile simplifies and enhances the academic guidance experience by integrating real-time data tracking, seamless document management, and automated reminders—bridging the gap between students and supervisors. With STI Mobile, students can manage their Final Projects efficiently, while supervisors reduce administrative burdens and focus on academic excellence!

Year

2025

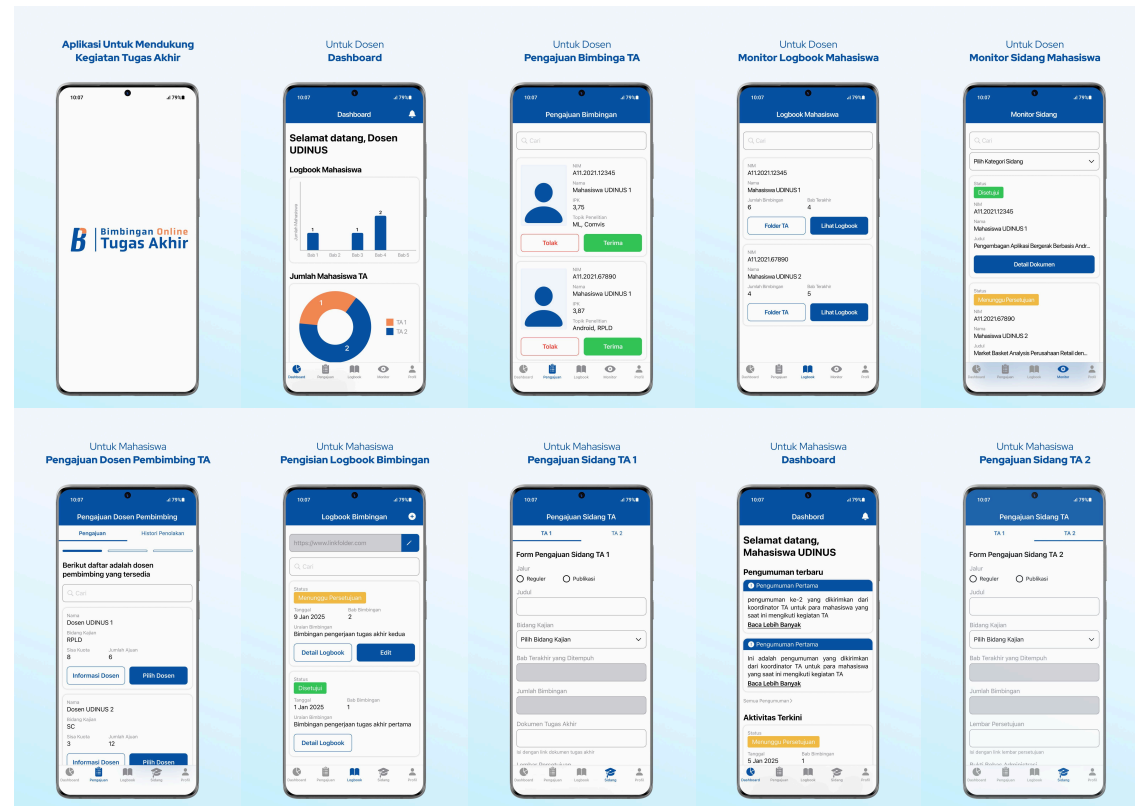
Role

iOS Developer

Publication Link

https://linktr.ee/bengkod_mobile?utm_source=qr_code

In this project, I played a key role in developing the iOS version of the mobile application by implementing all user interfaces using the SwiftUI framework, ensuring a smooth and modern user experience. Additionally, I integrated reactive programming in Swift with RxSwift to enhance the application's performance and maintainability by enabling a more declarative and responsive data flow. Furthermore, I handled API integration using Alamofire, a powerful networking library for Swift, to streamline HTTP networking tasks. I worked on this project remotely while completing my final project at the Apple Developer Academy. Surprisingly, it progressed smoothly and stayed on schedule.



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Ancient Rhythm

A rhythm-based RPG game that takes you on an epic quest to gather enchanted notes and restore them. This game was built by team of six (including 2 designers) using SceneKit, SpriteKit, GameplayKit, GameKit. We combine 2 game engines to make 3D and 2D scenes of this game.

This is my second time developing a game. This time I am quite familiar with programming logic. Even so, the challenge is still tough for me because I made a rhythm game. Where I have to organize the animation and create a node that appears and disappears using a time schedule. Apart from that, I also have to create logic to detect player input as accurately as possible without delay according to the beat of the song used. In this project, I also had a hand in creating one of the songs used in this game, where I am very unfamiliar with audio or music composing. This takes time for me to learn music things outside of developing the game itself.

Year

2024

Role

2D Scene Developer

Publication Link

<https://apps.apple.com/id/app/ancient-rhythm/id6737181319>



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Me First!

A fun and engaging Mobile-based app that helps people learn more about each other through entertaining questions. Whether with friends, family, or new acquaintances, this app makes it easy to connect and understand each other better in a playful way. This app was built by team of five (including project manager and designer) using Swift, SwiftUI, and SwiftData.

This project is quite unique because the application is a card game that was created without using a game engine and purely using SwiftUI. The challenge in making this application is arranging the animation of the cards and small things in them so that they look interactive. Apart from that, I also studied routing navigation in SwiftUI which affects memory management as well.

Year

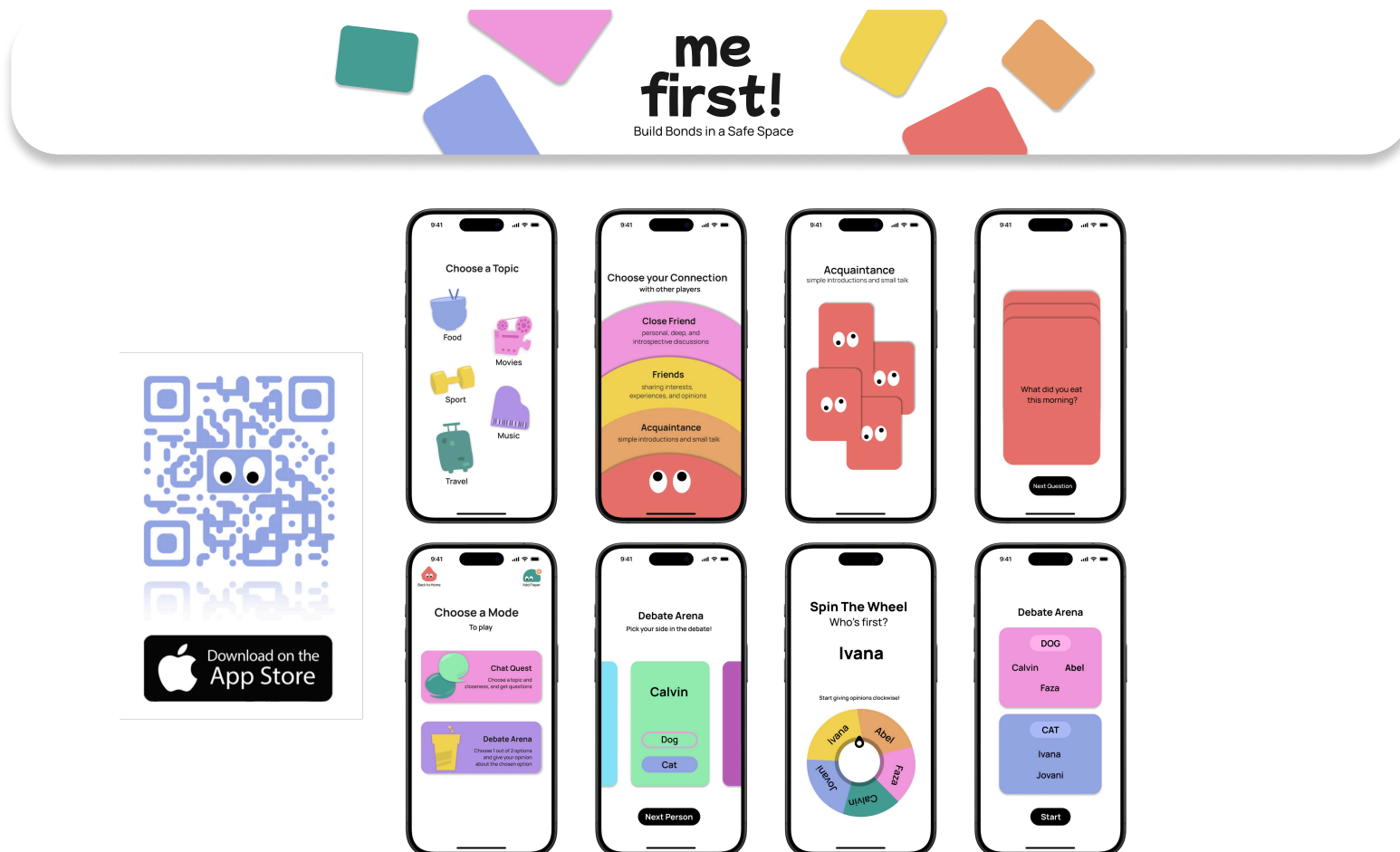
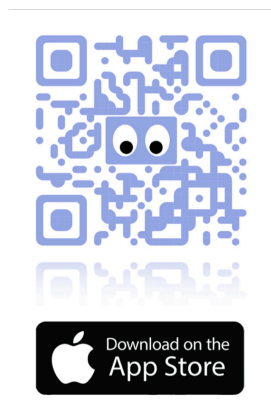
2024

Role

Full-Stack Developer

Publication Link

<https://apps.apple.com/app/me-first/id6550893520>



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Neon Shadow : Cyber Thief

Year

2024

Role

Full-Stack Game Developer

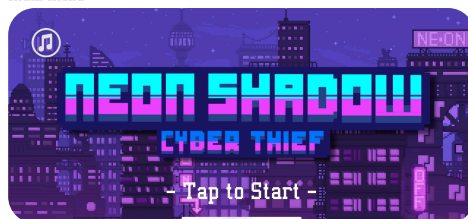
Publication Link

-

Neon Shadow is a 2D metroidvania game set in a futuristic world. This game was built by team of three (including designer) using SpriteKit and GameplayKit. One of the enjoyable aspects of this game is the ability to explore and combine the provided mechanics such as jumping from platform to platform, shooting, and teleporting.

This is my first experience in developing a game. The challenge this time was quite difficult for me because I am very unfamiliar with game development, especially using a game engine that has stopped developing since 2017 and has very minimal documentation. At that time, I was confused about where to start making this 2D game. By using AI correctly, I became aware of things in the framework that were not in the documentation and made it easier for me to learn to make this game. Of course, this makes me proud in making this game for 2 weeks.

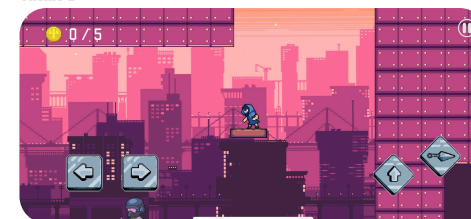
Main Menu



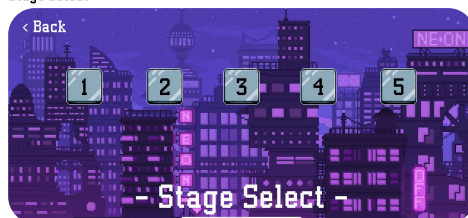
Theme 1



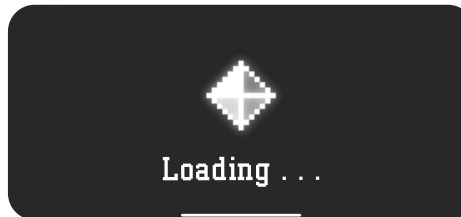
Theme 2



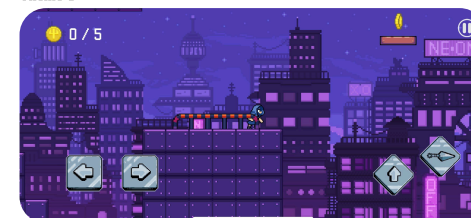
Stage Select



Loading Screen



Theme 3



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Vetric

Vetric is a health score calculator Mobile-based app with corrective measures for both physical shortcomings and daily activities to keep you on the path of a healthy lifestyle. This app was built using Swift and SwiftUI by myself. I use SwiftData for the local database.

This is my first application project at Apple Developer Academy. At that time I was still learning new programming languages and frameworks in the Apple environment. With my programming logic and experience in developing mobile applications using multiplatform frameworks such as Flutter, I am quite familiar with learning the Swift language. This makes my learning process faster.

Year

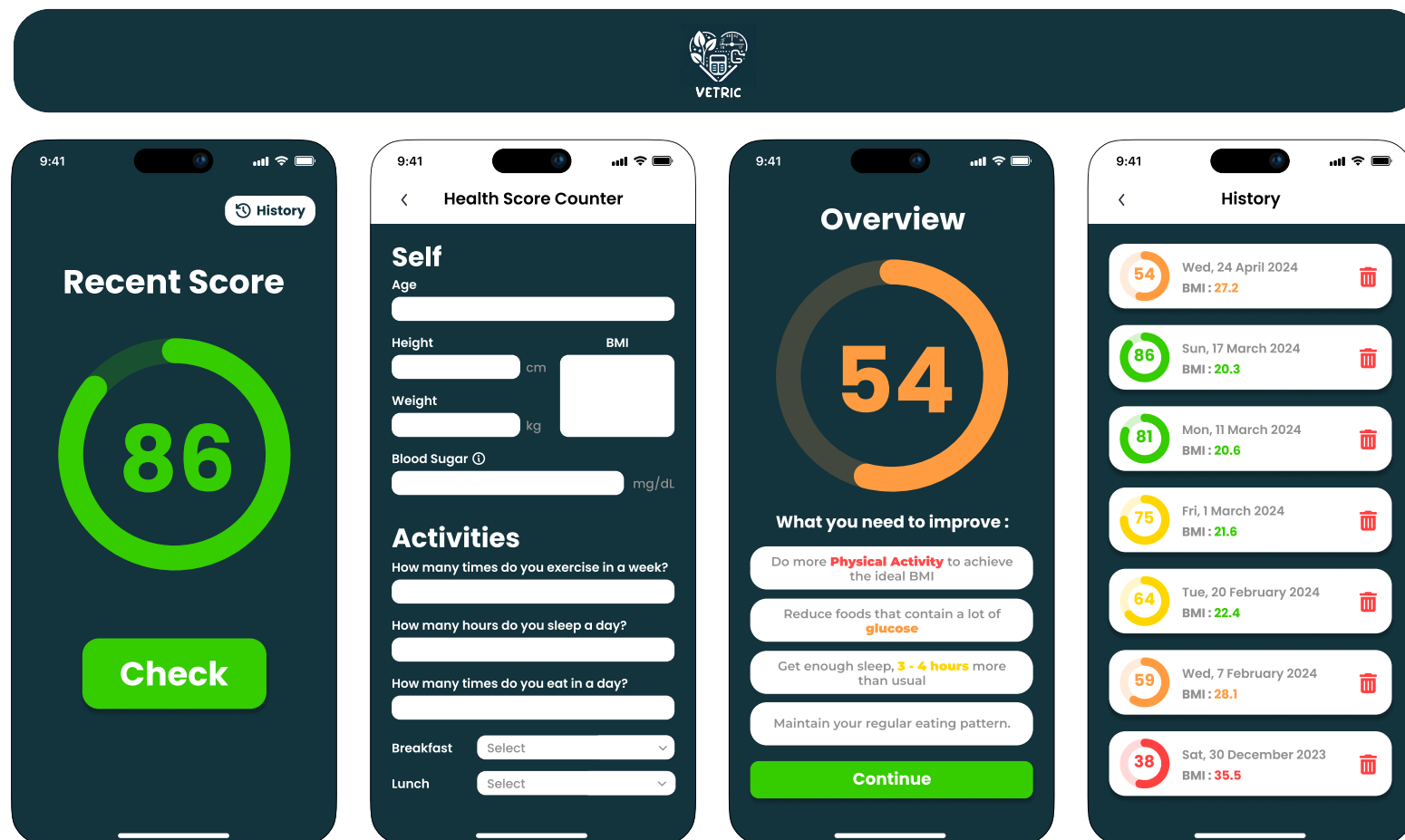
2024

Role

Full-Stack Developer

Publication Link

-



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Lapor Book

Project 8 of 15

Lapor Book is a Mobile-based Application used to upload public reports related to problems related to public services or government administration services. This application was built by team of three using Dart and Flutter for development. We use Firebase service for the backend. This application is used for Junior Mobile Programmer material courses and certification test in LSP Udinus odd semester 2023 as well.

From my experience in creating previous applications with the same framework, I became more confident in developing this application. The challenge at that time was to make the application truly proper and complex because it was used as a project for the junior mobile programmer certification test at my university.

Year

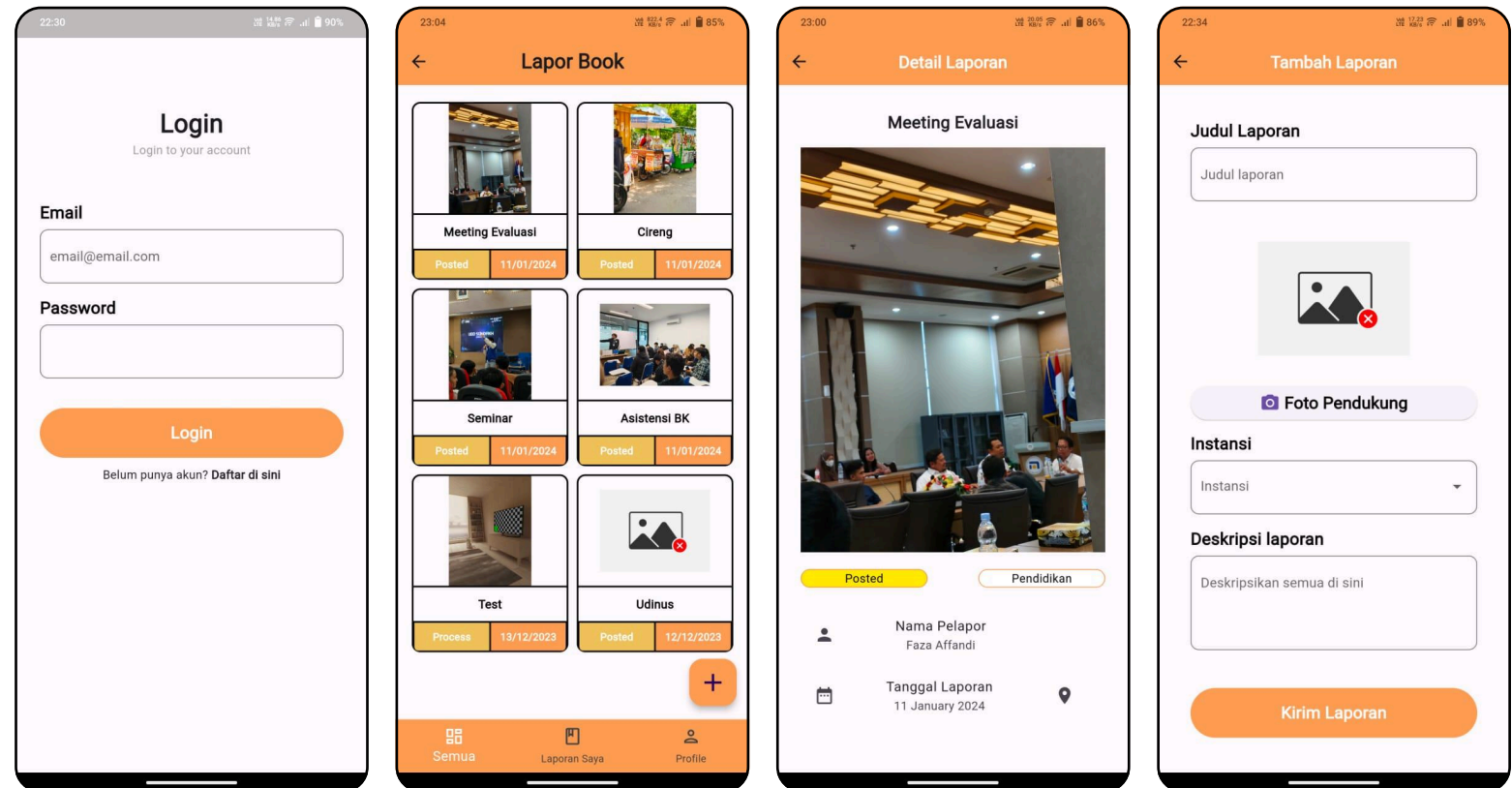
2024

Role

Front-End Developer

Publication Link

<https://github.com/ayckermann/Flutter-Lapor-Book>



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Catatan Keuangan

Catatan Keuangan is a Mobile-based Application used to track personal expenses. This application was built by team of three using Dart and Flutter for development. We use Firebase service for the backend. This application was a learning material for students as well who took mobile courses when I was a teaching assistant at my university.

I have never developed a mobile application using Flutter before. Of course, this was a challenge for me in developing this application in just a few weeks, including the process of designing the wireframe itself. To learn the language and framework, it took me 1 week.

Year

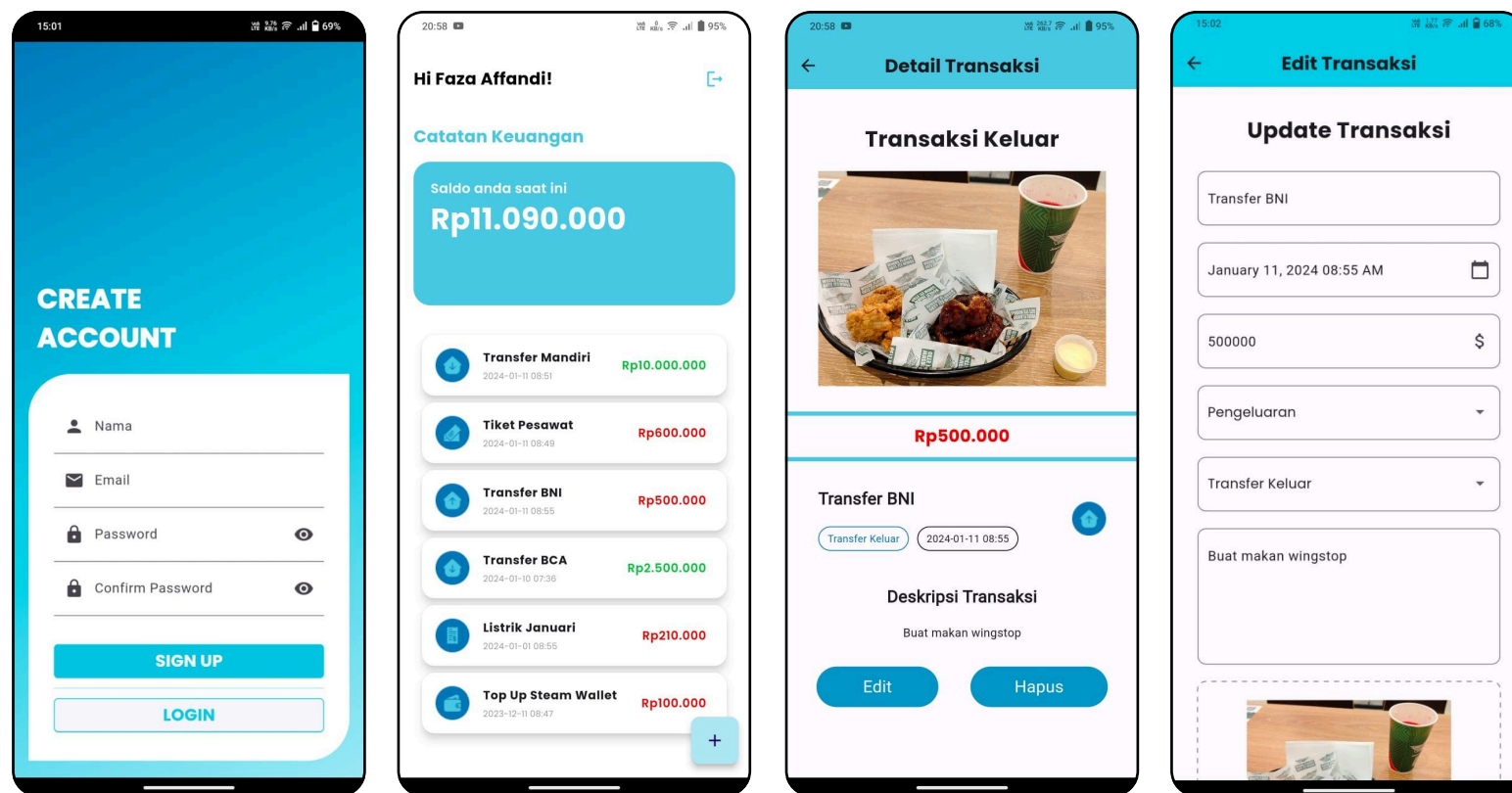
2023

Role

Front-End Developer

Publication Link

<https://github.com/WaduheX99/Flutter-Catatan-Keuangan>



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Trevita Equipment

Year

2023

Role

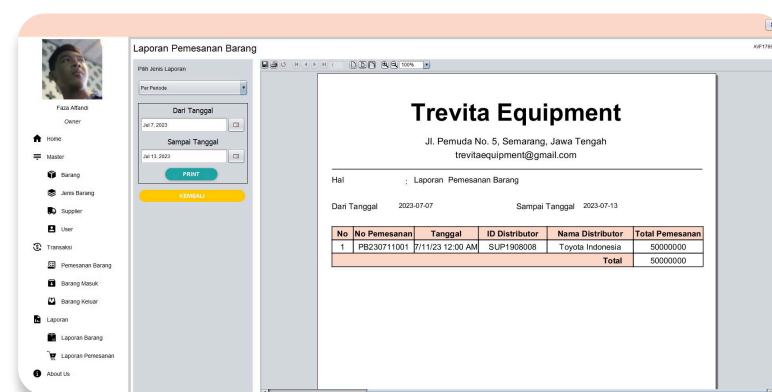
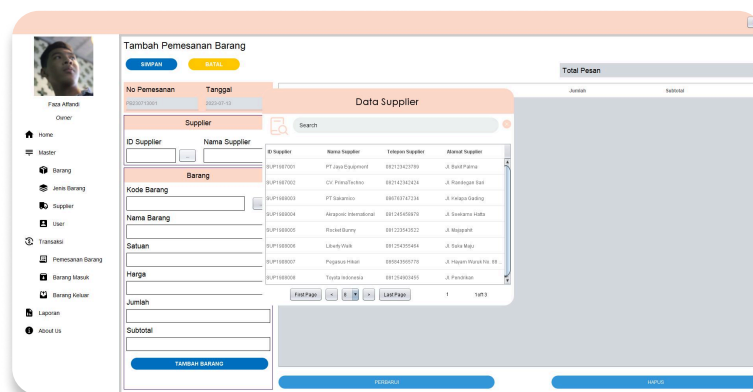
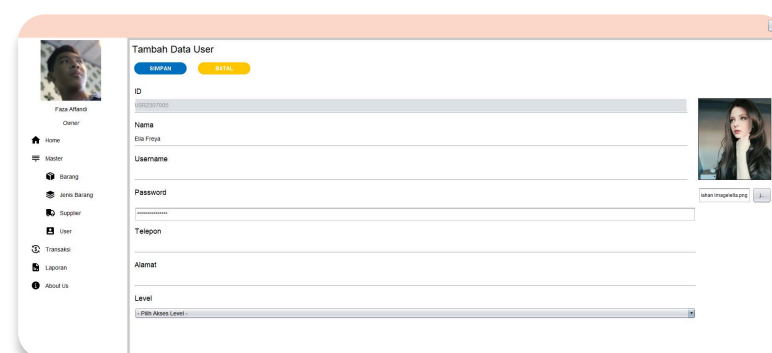
Full-Stack Developer

Publication Link

<https://github.com/WaduheX99/Trevita-Equipment>

Trevita Equipment is an Inventory Management Application (Desktop App) that engaged in the automotive parts. This app was built using Apache Netbeans IDE 18 with Java language (JDK 1.8). This application is also equipped with MySQL to save data such as user, goods, and supplier.

This was my first experience creating a desktop application using Java. In my fourth semester, I had just started learning the Object-Oriented Programming (OOP) concepts in Java, and our final project required us to develop a full-fledged desktop application. Of course, this was a significant challenge for me. Not only did I have to understand OOP principles in a short time, but I also had to apply them effectively in building a structured and functional application.



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ANPR (YOLOv8)

Year

2023

Role

Full-Stack Developer

Publication Link

[https://github.com/
WaduheX99/Trevita-
Equipment](https://github.com/WaduheX99/Trevita-Equipment)

Building upon my initial project, I further improved the system by integrating the YOLOv8 model to enhance detection accuracy and performance. Unlike the previous version, which primarily relied on OpenCV and EasyOCR for image-based detection, this new version supports real-time license plate recognition from video input.

As I moved forward with the enhanced version, I delved deeper into researching different machine learning models to find the most suitable one for license plate detection. I explored various architectures, comparing their performance in terms of accuracy, speed, and efficiency when processing license plate datasets. After careful evaluation, I decided to implement YOLOv8, which provided superior results in real-time detection from video input. This journey has been a transformative learning experience, pushing me to develop skills in computer vision, model optimization, and deep learning implementation.



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Automatic Number-Plate Recognition

Year

2023

Role

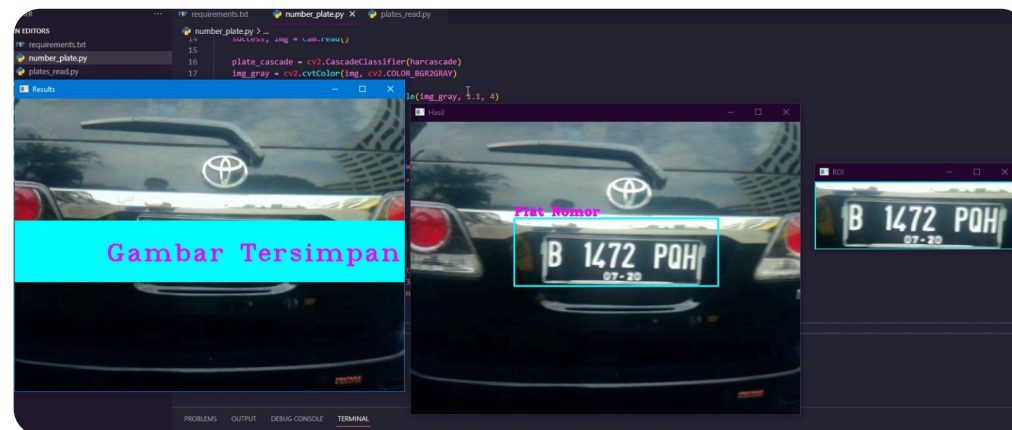
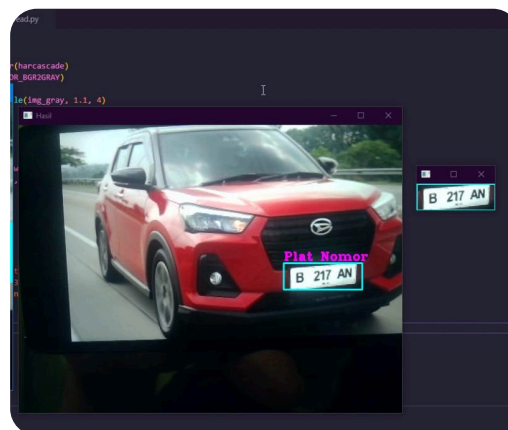
Full-Stack Developer

Publication Link

[https://github.com/
WaduheX99/ANPR-Python](https://github.com/WaduheX99/ANPR-Python)

This project is about a program that can detect license plates on vehicles and was made by myself. This program is also a project proposal for my campus which will later be implemented in an automatic doorstop. This program is created using the Python language. Besides that, I use openCV and easyOCR as libraries. The tools I used to make this project were Visual Studio Code, Jupyter Notebook and Cuda Toolkit

My experience using the python language is only 2 months which is where this project is a challenge for me. I completed this project in just 1 week including studying the required libraries

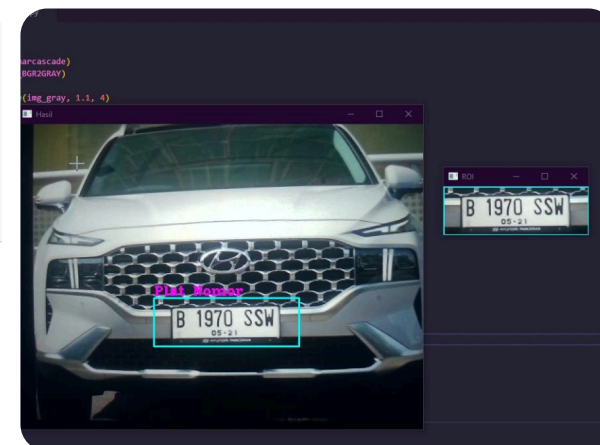
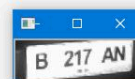


```
for image in images:
    img = cv2.imread(image)
    gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)

    reader = easyocr.Reader(["en"])
    result = reader.readtext(gray)
    for (bbox, text, prob) in result:
        print(count, "Plat Nomor : ", text, " | " "Persentase : ", prob)
        count += 1

cv2.imshow("Image", gray)
cv2.waitKey(0)
cv2.destroyAllWindows
```

```
1 Plat Nomor : IB | Persentase : 0.9955333384138073
2 Plat Nomor : 1272 POHI | Persentase : 0.2712863122855743
3 Plat Nomor : 0b1 | Persentase : 0.013490489479481046
4 Plat Nomor : B 1970 SSH | Persentase : 0.7759110323155968
5 Plat Nomor : 05-? | Persentase : 0.16714753835635432
6 Plat Nomor : B | Persentase : 0.9847550566749455
7 Plat Nomor : 217 | Persentase : 0.9999803847538816
8 Plat Nomor : AN | Persentase : 0.9796489667502031
```

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My Profile Website

This website is my personal website which contains my short story, contacts, skills, educations, resume, and projects that I have created. I created this website using HTML 5, CSS, and JavaScript. I created this website so that peoples know more about my background.

I'm still learning JavaScript while making this website. So, I learn while implementing it. Apart from that, I encountered a lot of problems when creating this website. This project is one of the challenges for me, and I think it's also fun

Year

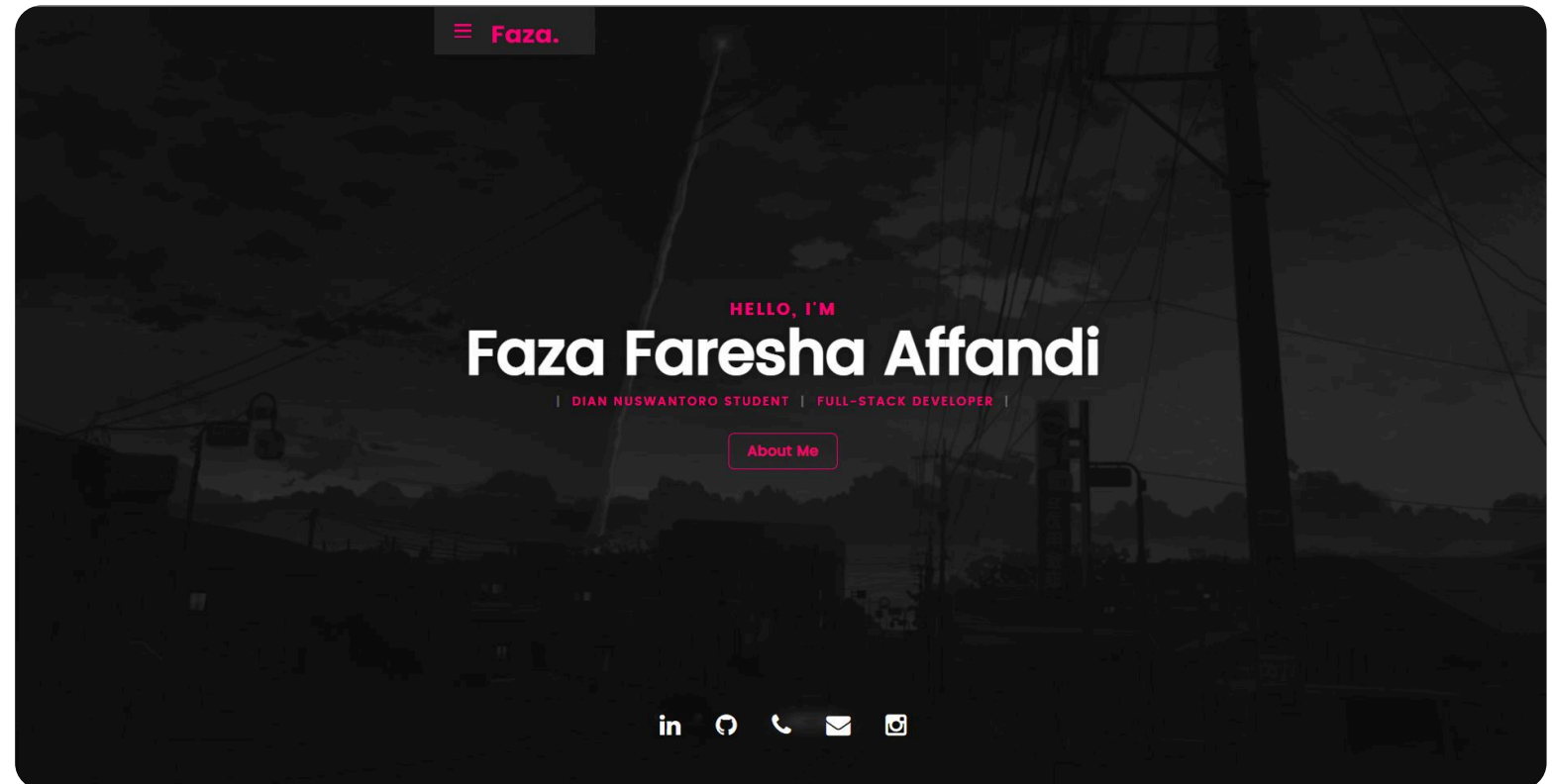
2023

Role

Full-Stack Developer

Publication Link

my-profile-mugilt.vercel.app



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MySched

Project 14 of 15

MySched is a To Do List application (Mobile-based) that was made by myself. I built this application for my final project in one of the courses in semester 3. This application was built using Java and XML. This application is also equipped with FireBase to save user data. I use Android Studio as a tool to make this application.

At that time, I had never gained any knowledge of OOP and Java language before. In this course, I am required to learn mobile programming which is an implementation of OOP. However, I took the initiative to learn OOP on my own outside of lecture hours. These are all quite difficult challenges for me.

Year

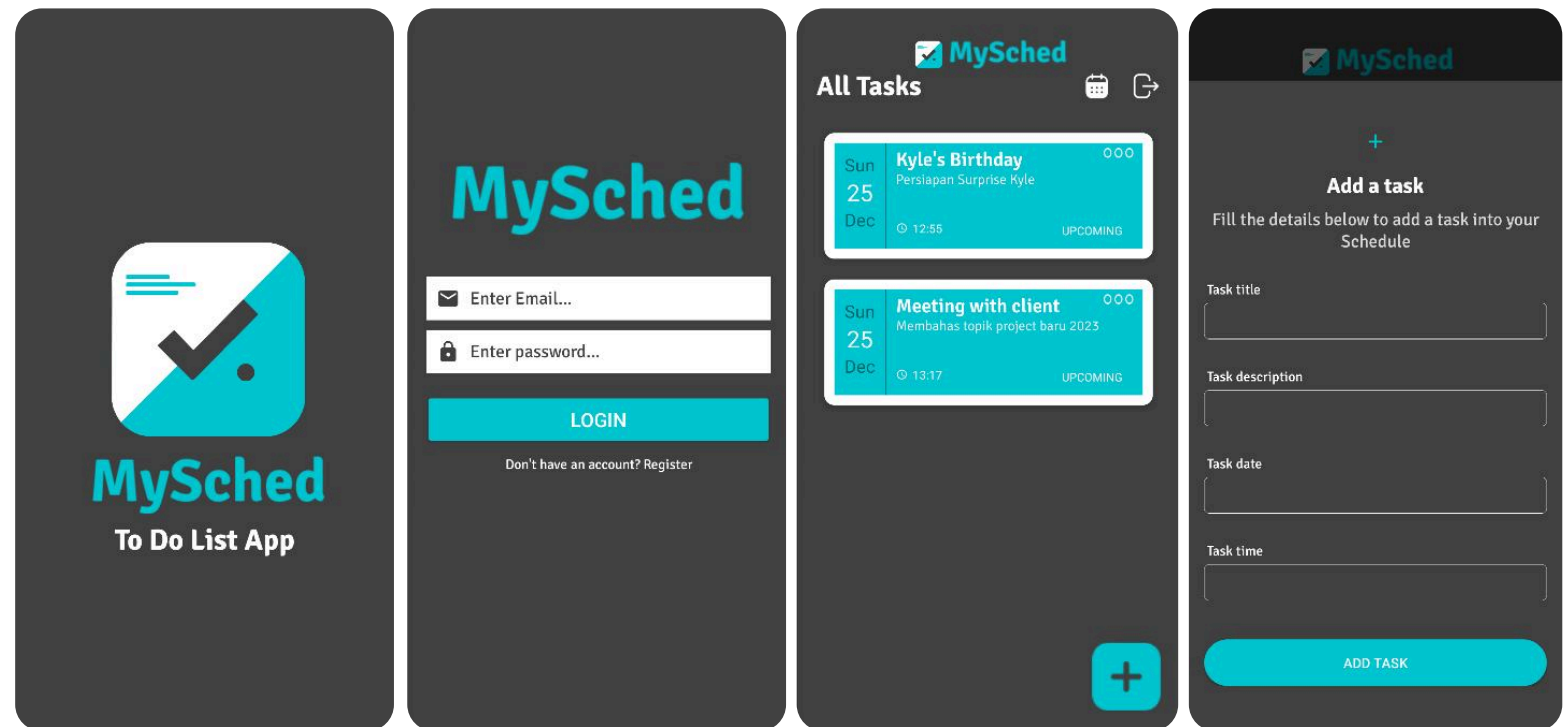
2022

Role

Full-Stack Developer

Publication Link

<https://github.com/WaduheX99/MySched-To-Do-List-13917>



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Inner Peace

Inner Peace is a Web-based Application (Prototype) intended for patients to maintain mental health by consulting or looking for tips about psychology through the application. This application is still a prototype because it does not have a back-end. This application was built by myself using HTML 5, CSS, and JavaScript without any frameworks.

This application is also my final project in semester I. This is a challenge for me because my knowledge about web development is not too much. After trying it out, I got interested in this field and wanted to learn more about Web-development.

Year

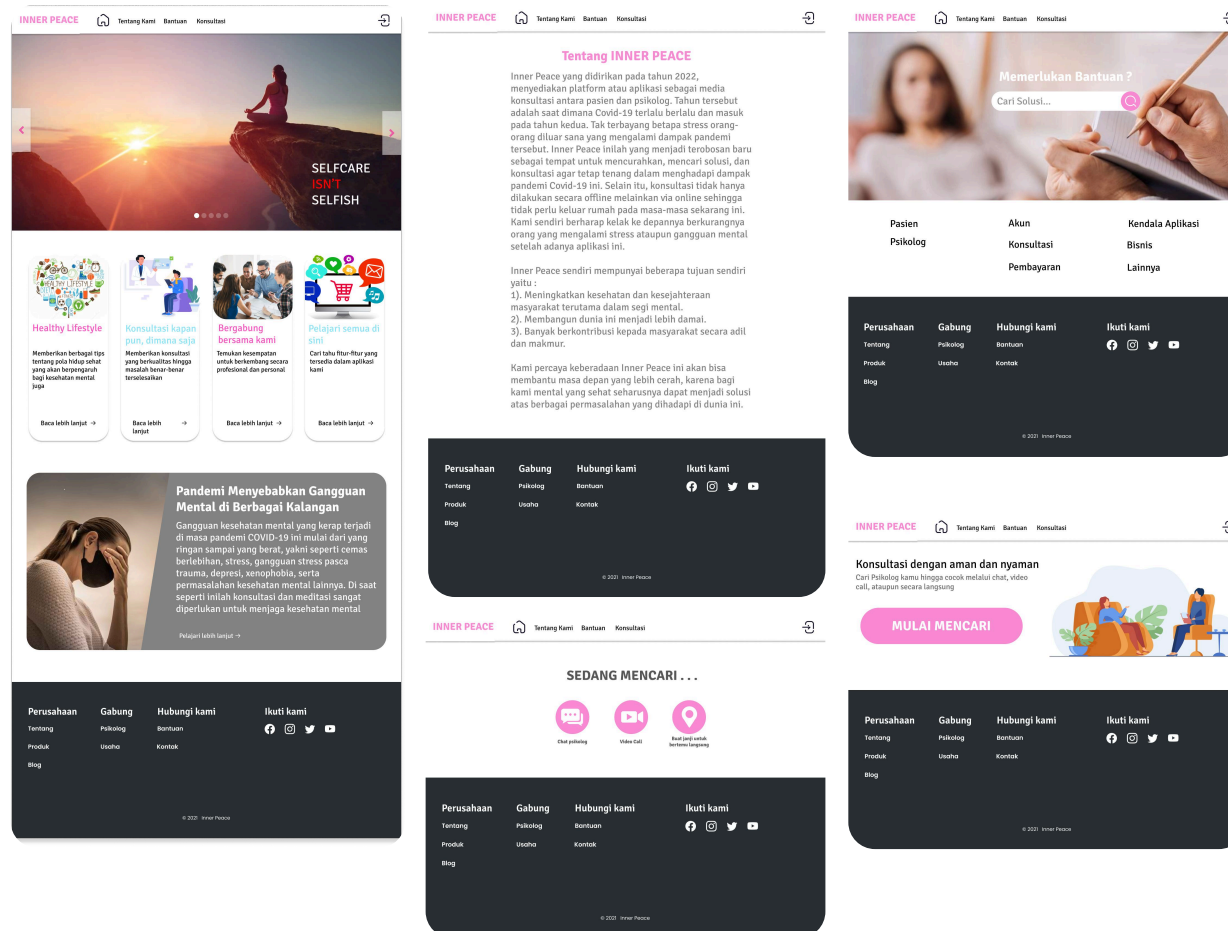
2021

Role

Full-Stack Developer

Publication Link

<https://innerpeacefaza.000webhost.com/>



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