

Cloethes

Year Accomplished

2019

Role/Position

Fullstack Developer

Tech Stack

PHP

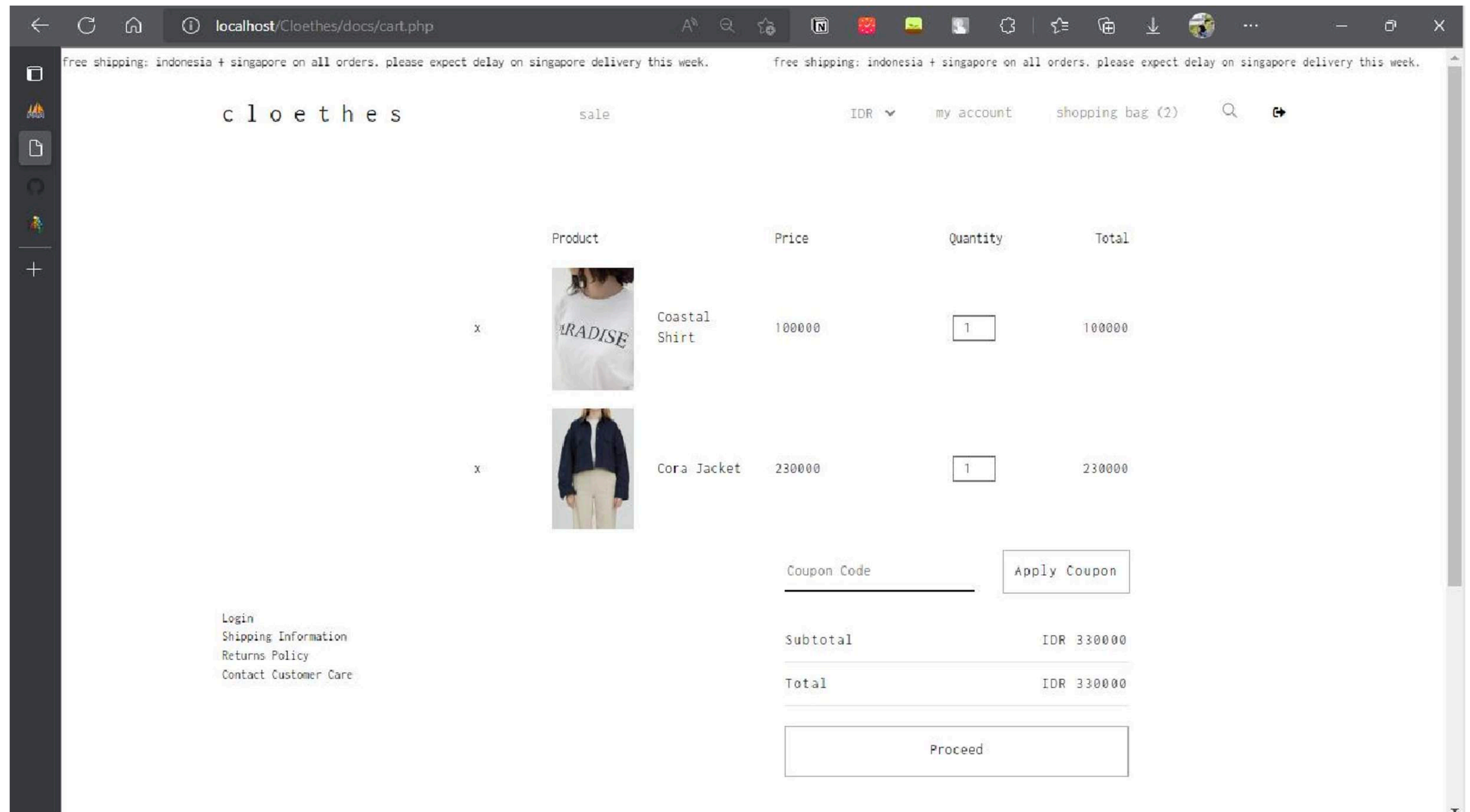
Publication Link

Github:

<https://github.com/carissafarry/Cloethes>

Artwork/Project Description

My first web application, which is an e-commerce application that has cart features, search products by category, checkout feature, and order confirmations built using **PHP Native** and **MySQL** database.



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Computer Based Test (CBT)

Year Accomplished
2021

Role/Position
Back-End Developer

Tech Stack
PHP Laravel, MySQL

Publication Link
-

Artwork/Project Description

Created a computer-based test application from the back-end side that will be used by **150 contestants**, using **Argon** templates, **Laravel** framework, and **MySQL** database that has test management features, implementation of exams during the scheduled time, management of contestants, auto submit when exam time is over, live scores after the exam, automatic ranking. Deployed using **Docker** environment into **VPS**.

Penyisihan B - Dashboard - Ujian - Penyisihan B

Soal 76

A human being (75 kg) consumes about 6000 kJ of food per day. Assume that the food is all glucose and that the overall reaction is
 $C_6H_{12}O_6 + 6O_2 \rightarrow 6CO_2 + 6H_2O, -\Delta H = 2816 \text{ kJ}$
Find man's metabolic rate (the rate of living, loving, and laughing) in terms of moles of oxygen used per m3 of person per second.

$$C_6H_{12}O_6 + 6O_2 \longrightarrow 6CO_2 + 6H_2O, -\Delta H = 2816 \text{ kJ}$$

0.003 mol O2 used / m3.s
 0.004 mol O2 used / m3.s
 0.005 mol O2 used / m3.s
 0.001 mol O2 used / m3.s
 0.002 mol O2 used / m3.s

Hapus Jawaban

< Sebelumnya Selanjutnya > Selesai

SISA WAKTU
15j 17m 31d

NAVIGASI SOAL

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50	51	52	53	54
55	56	57	58	59	60
61	62	63	64	65	66
67	68	69	70	71	72
73	74	75	76	77	78

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**Sistem Manajemen
Hosting dan Domain**

Year Accomplished
2021

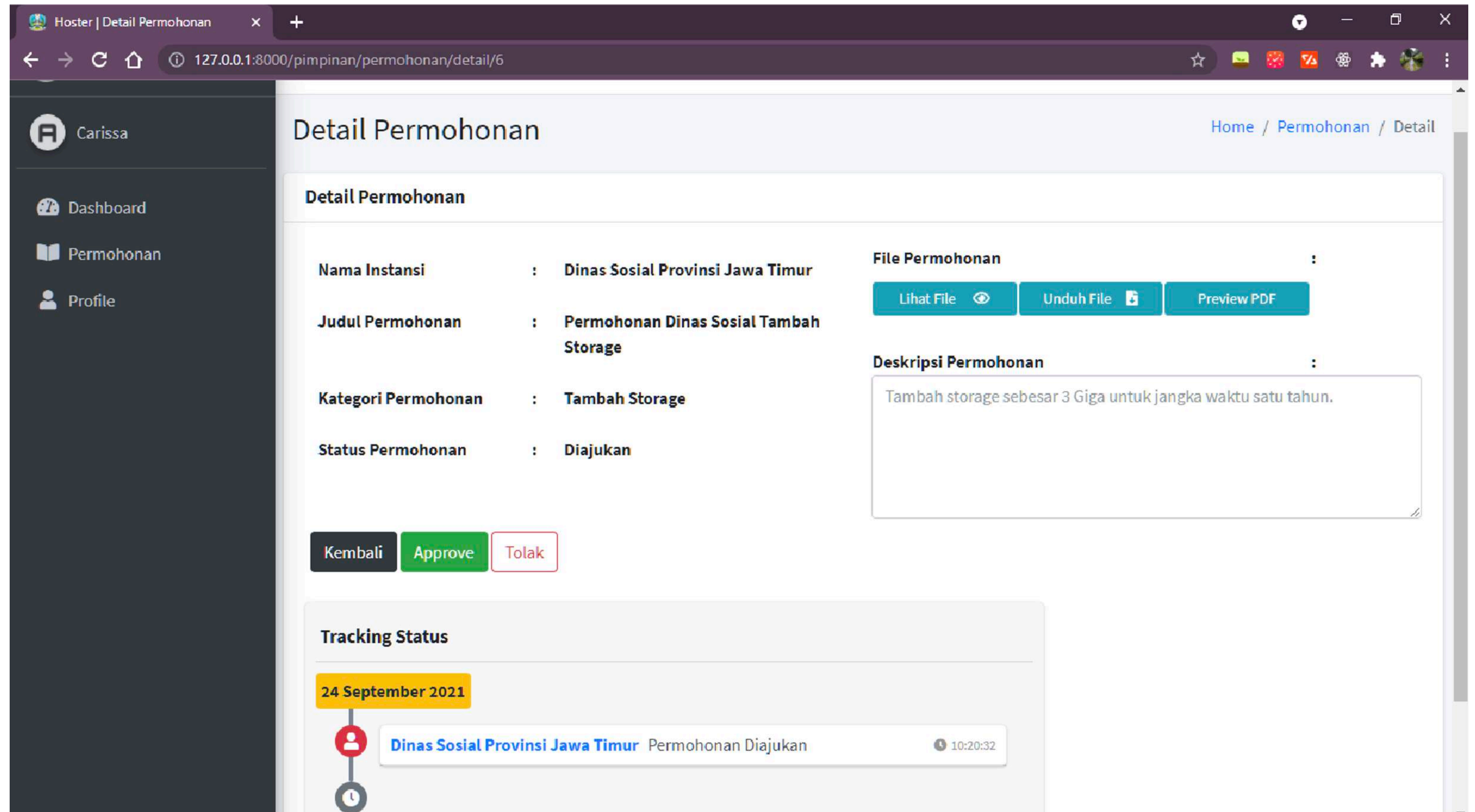
Role/Position
Fullstack Developer

Tech Stack
PHP Laravel, MySQL

Publication Link
GitHub:
[https://gitlab.com/
carissafarry/magang](https://gitlab.com/carissafarry/magang)

Artwork/Project Description

Created hosting and domain management applications for multiple user roles utilized **Spatie Role Management**, with features for submitting applications, evaluating applications, and approving applications, each of which is related to one another, built using **Laravel** and **MySQL** database.



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Sistem Audit Mutu Internal

Year Accomplished
2022

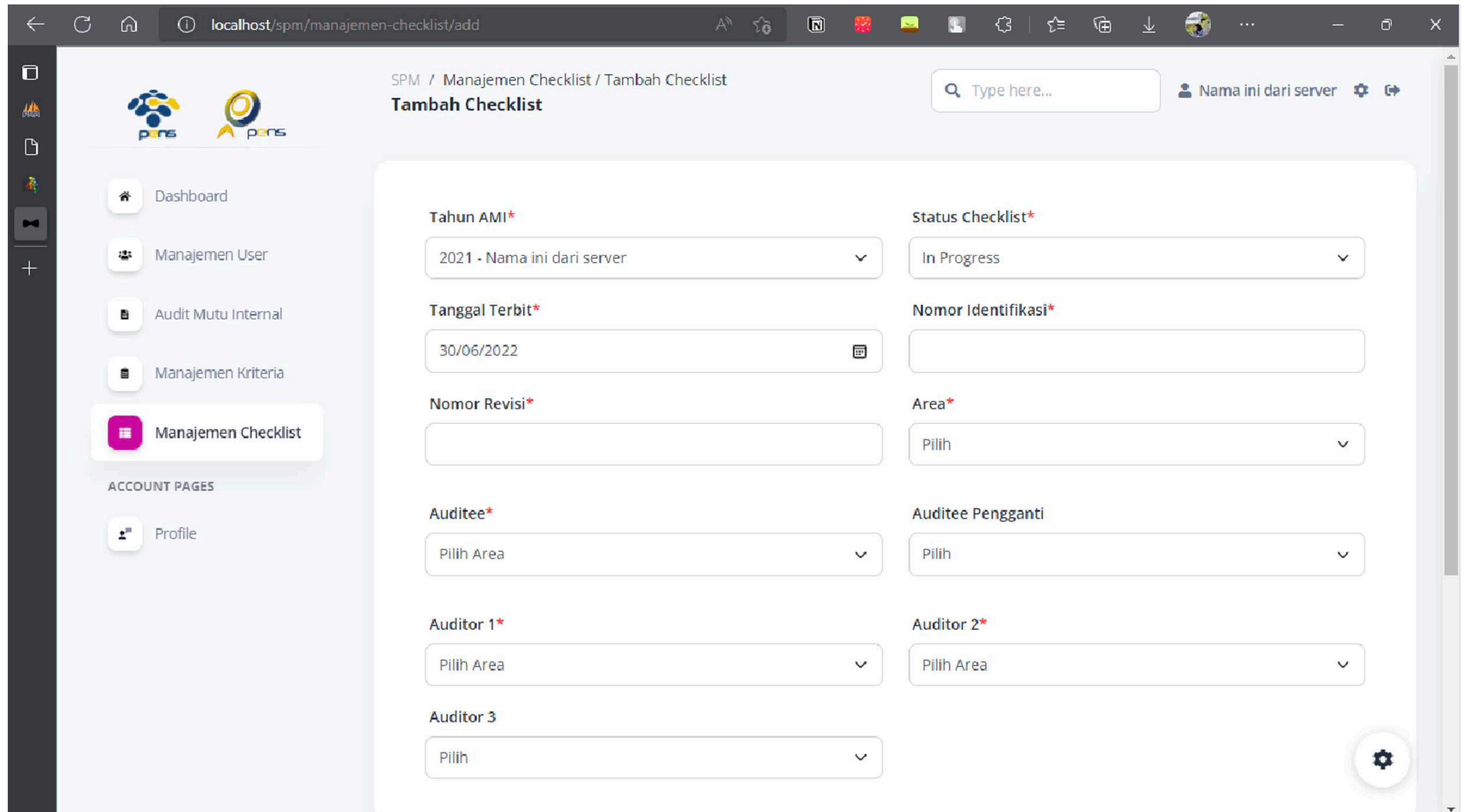
Role/Position
Fullstack Developer

Tech Stack
PHP Native, Oracle

Publication Link
-

Artwork/Project Description

Created an audit application that will be used for campus in auditing the campus internal quality system, which is being built using the complex **PHP MVC** system from scratch, integrated with **Oracle** database.



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RedCal

Artwork/Project Description

RedCal is an application designed to accurately forecast the upcoming menstrual cycle. Users can input their last period date, usual period duration, and typical period cycle length as initial data. Based on this information, RedCal predicts the user's next period cycle date. Additionally, RedCal offers insights into the next prediction by calculating the average cycle length, enhancing the accuracy of the forecasting.

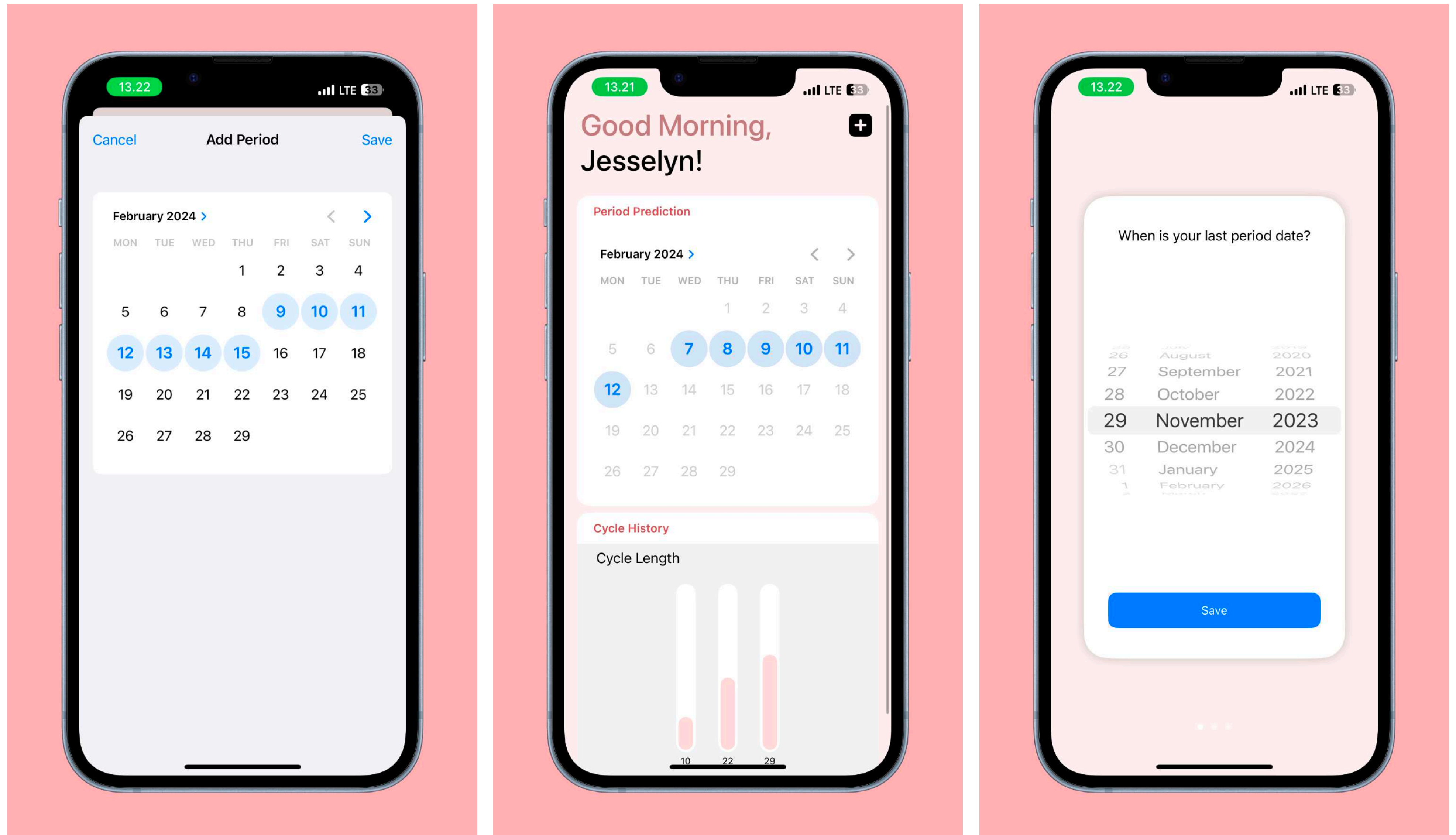
Year Accomplished
2023

Role/Position
iOS Engineer, UI Designer

Tech Stack
SwiftUI

Publication Link
App Store:
<https://apps.apple.com/id/app/redcal/id6473384469>

Github:
<https://github.com/carissafarry/RedCal>



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Petto Life

Year Accomplished
2023

Role/Position
iOS Engineer

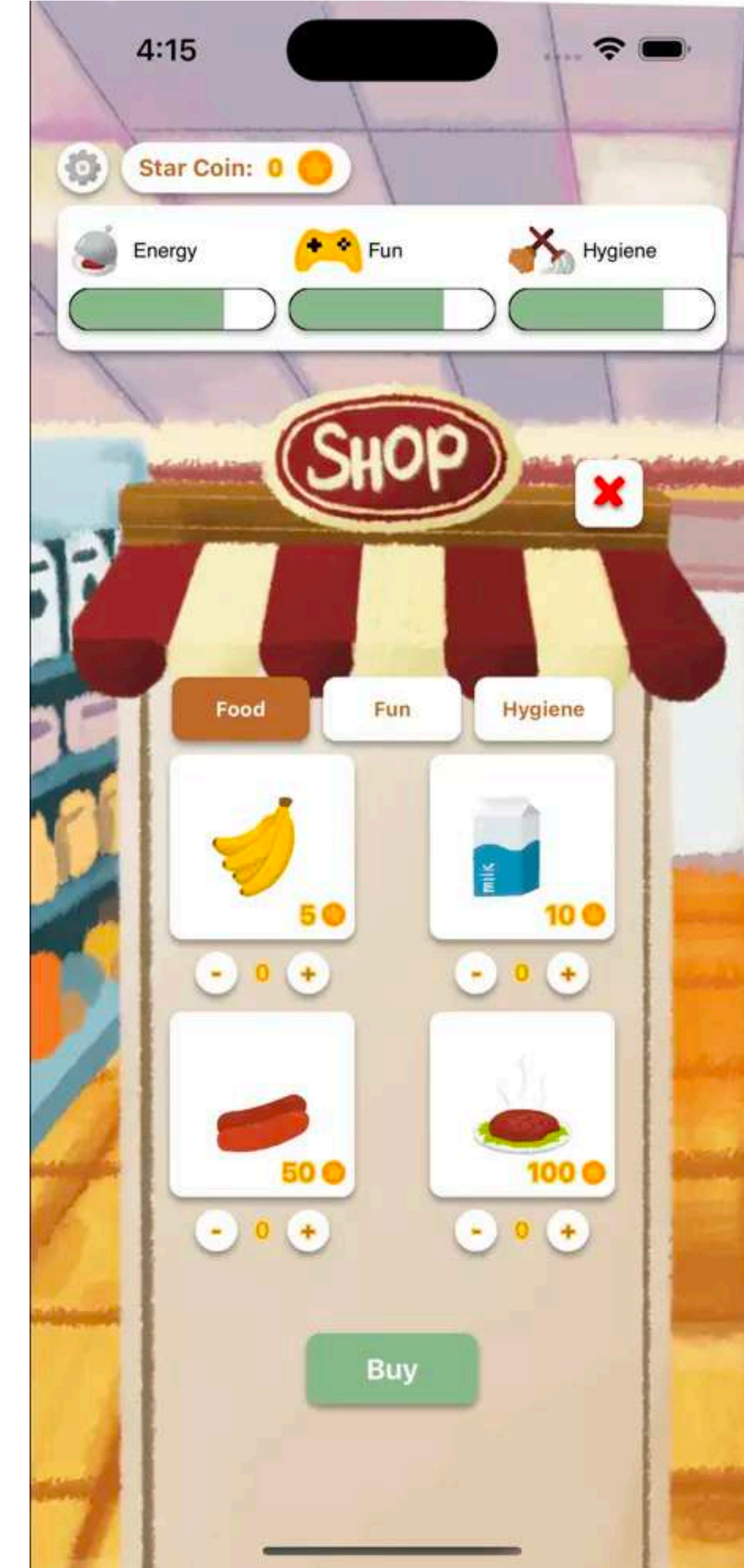
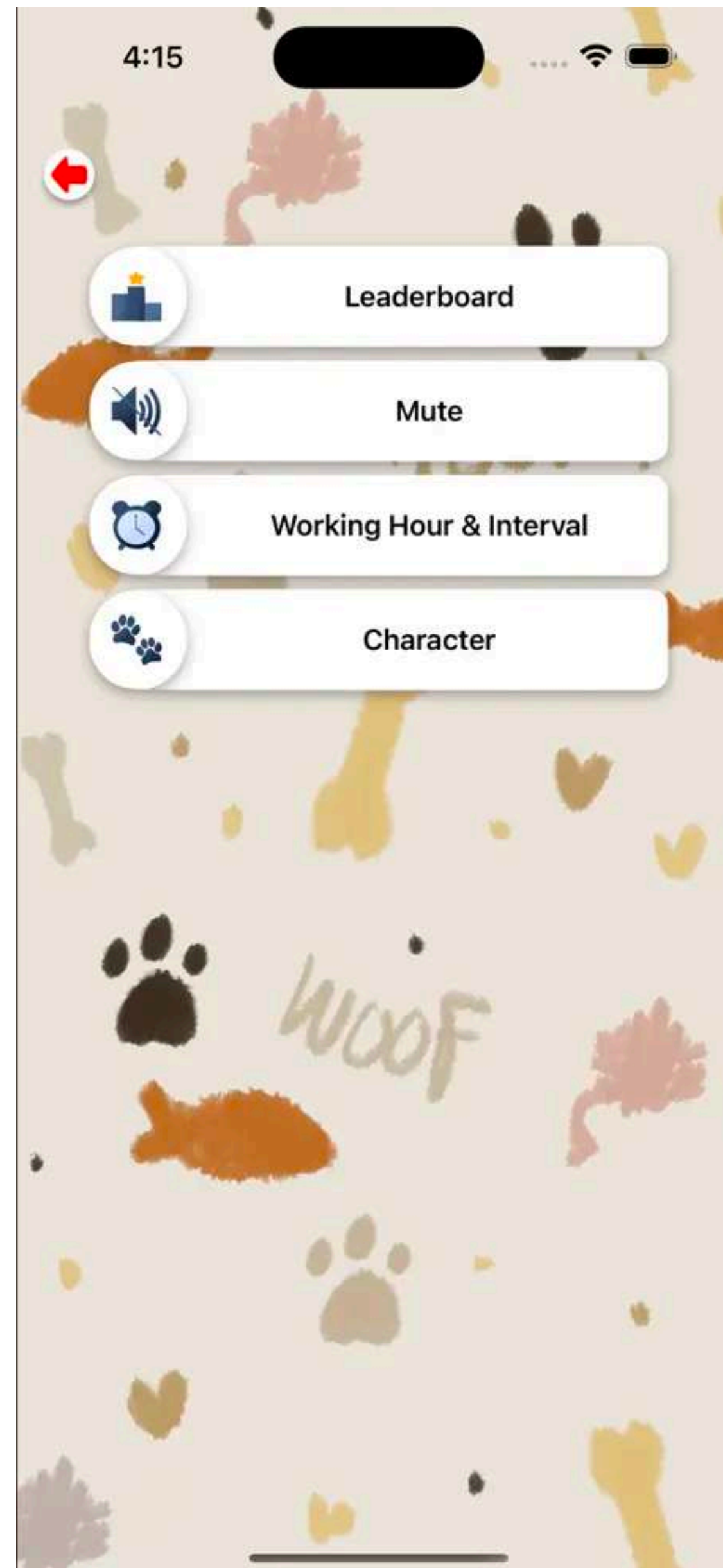
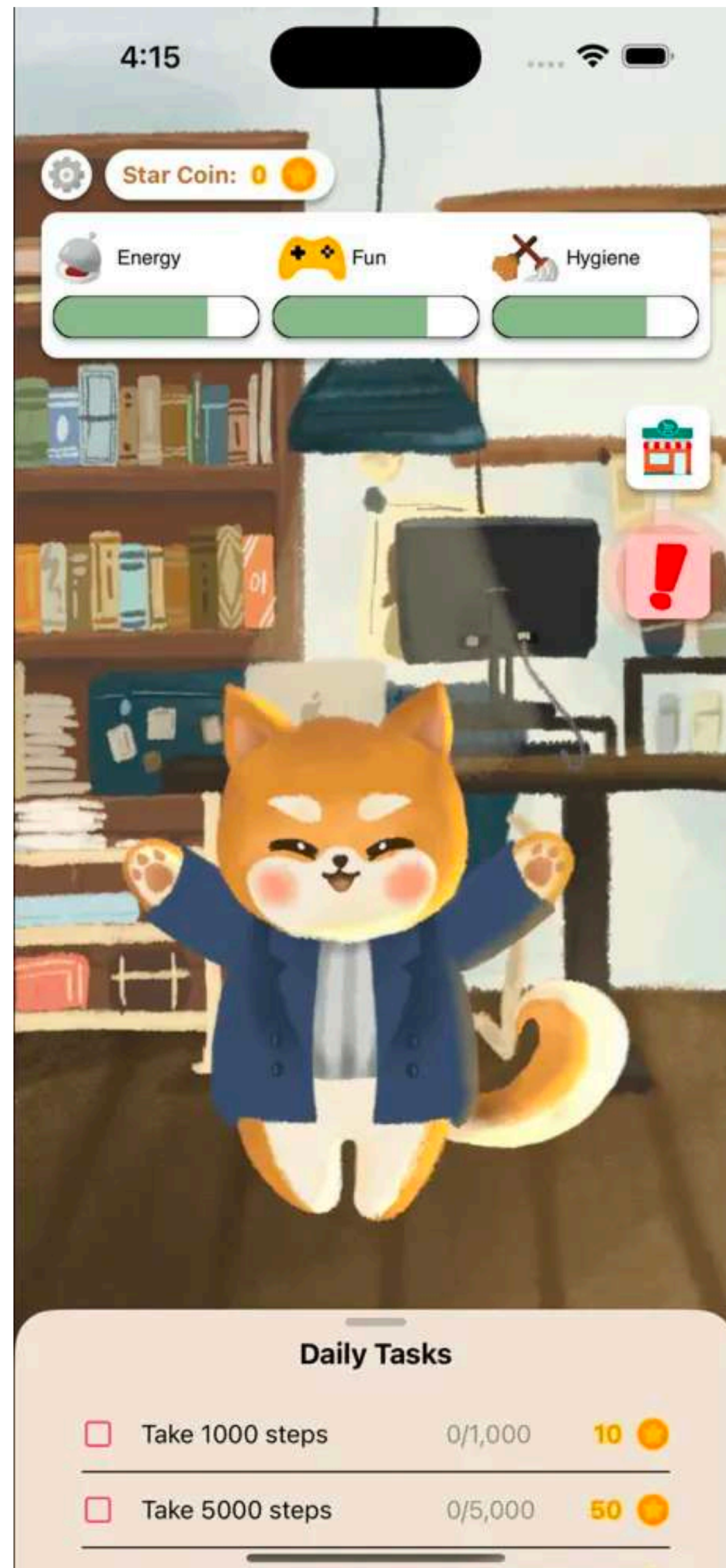
Tech Stack
Swift UI, CoreML

Publication Link
App Store:
<https://apps.apple.com/id/app/petto-life/id6450627184>

Github:
github.com/petto-app/petto

Artwork/Project Description

Petto Life is an iOS application that employs a virtual pet concept, providing reminders and activity relaxation detection through machine learning within a gaming framework. Collaborated with a team of four members and successfully trained the model on **over 100 video segments**, achieving a remarkable **98% accuracy** in classifying body movements into three distinct categories. Additionally, I implemented a **game center** feature, enabling users to share their achievements seamlessly.



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Bowlmo

Year Accomplished
2023

Role/Position
iOS Engineer

Tech Stack
SwiftUI, Core Motion,
SceneKit, Watch
Connectivity

Publication Link
Github:
[https://github.com/
carissafarry/Bowlmo](https://github.com/carissafarry/Bowlmo)

Artwork/Project Description

Bowlmo is a fun and interactive iOS game that enables users to play virtual bowling using their Apple Watch. The game leverages the watch's motion tracking capabilities to simulate a realistic bowling experience, incorporating features such as ball throwing and pin interactions. By utilizing **Watch Connectivity**, Bowlmo employs **accelerometer data and rotation rate through Core Motion** to measure how far the ball is thrown, then sends the data to the iPhone. It further utilizes **SceneKit** to create a 3D environment and provide **physics simulations**, including mass and gravity.



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Moco Kids

Year Accomplished
2023

Role/Position

Project Manager, Product
Manager, iOS Engineer

Tech Stack

SwiftUI, ARKit, SceneKit

Publication Link

App Store:

<https://apps.apple.com/id/app/moco-enchanted-story-world/id6471516950?itsct>

Github:

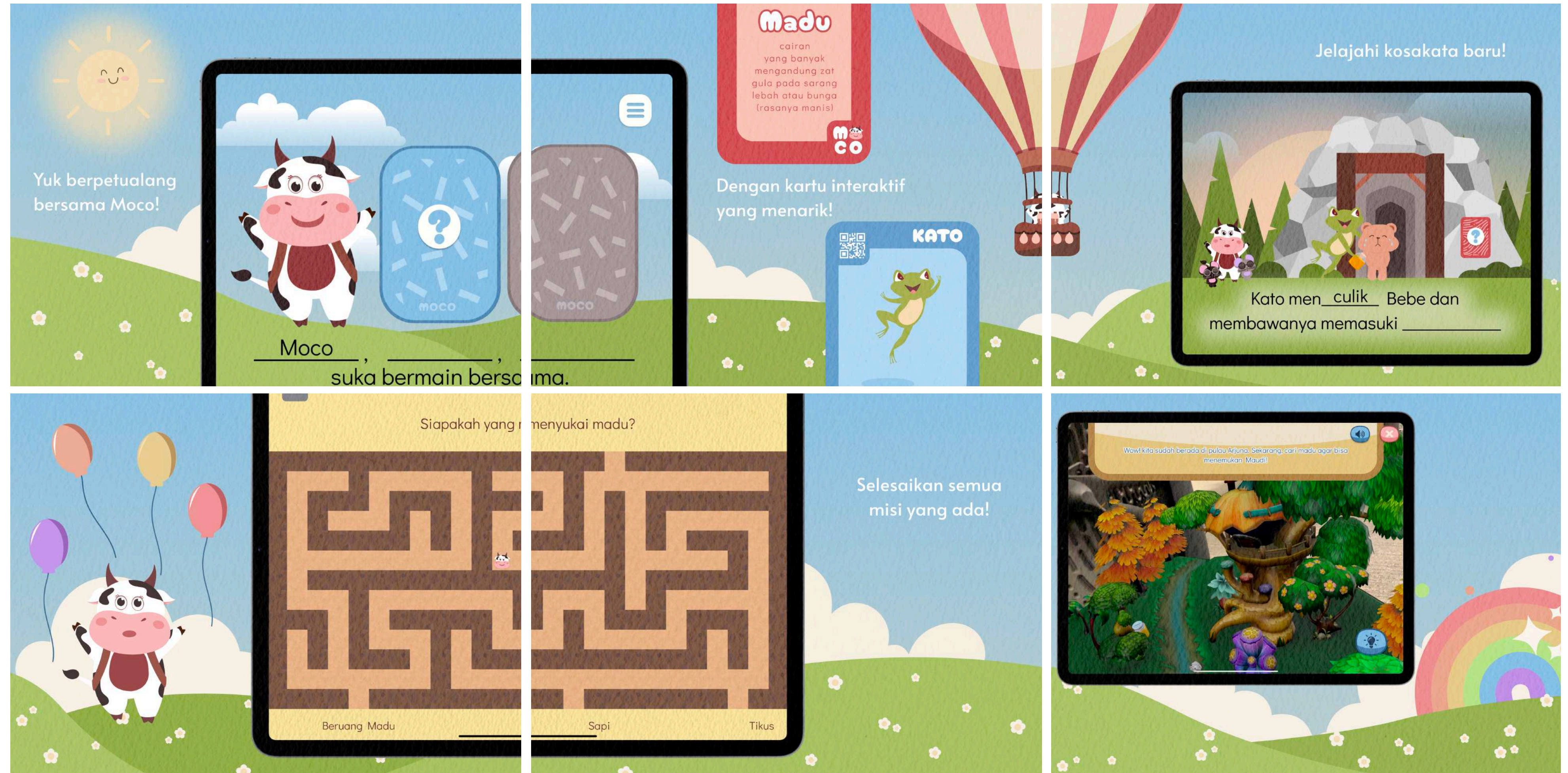
<https://github.com/moco-team/Moco>

Web:

moco-kids.vercel.app

Artwork/Project Description

Moco is an iOS app designed for early primary students, aiming to enhance their foundational reading comprehension skills. The app employs a unique approach, utilizing Story Cards for understanding the story flow, Augmented Reality, and Object Detection to engage students in answering story-related questions within a Storybook concept. As an iOS Engineer, I was responsible for overseeing the AR features, which included displaying the AR world and providing interactive gestures. I successfully implemented the **automatic placement of 3D objects and tap gestures on objects** by leveraging **ARKit** and **SceneKit** technologies.



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