

CURRICULUM VITAE



Personal Details

Full Name : Fat'hah Noor Prawita, S.T., M.T.
Place and Date of Birth : Bogor, May 2nd, 1984
Gender : Male
Religion : Islam
Marital Status : Married
Contact Address : Komp. Permata Kopo C-71 Bandung 40228
Indonesia
Mobile Phone : +62 812 249 3458
E-mail : kotaksurat@fathah.net

Educations

College

Master Degree,
Submajor in Digital Media and Game Technology,
Electrical Engineering, 2007 – 2010
School of Electrical Engineering and Informatics,
Bandung Institute of Technology (ITB), Bandung

Bachelor Degree,
Submajor in Telecommunication Engineering,
Electrical Engineering, 2002 – 2007
School of Electrical Engineering and Informatics,
Bandung Institute of Technology (ITB), Bandung

Academic Researches

Master Thesis, 2009

Shooter Position and Pose
Estimation Model Design using
Wii Remote as Input Device in
Shooting Simulator

The purpose of this research is to analyze and implements a model that estimate shooter pose and position using four corresponding infrared points on a planar contour. Wii Remote is used in this implementation because of its contribution for accuracy, safety, simplicity, and providently of the entire shooting simulator system

Bachelor Final Project, 2007

Packet Routing Analysis in
Multiple Access Node using
VirtualWifi on 802.11 Mesh
Network

Packet routing analysis in a wireless mesh network is needed to know the information about which virtual wireless interface is being used for sending some data packets by the host

Research Grants

1. Hide and Seek Virtual Reality Game to Preserve Indonesian Traditional Gaming (2018, second year)

Excellent applied research for higher education (PTUPT, Penelitian Terapan Unggulan Perguruan Tinggi) program held by Ministry of Research, Technology, and Higher Education of Indonesia

Position:

- Team member

Grant Value:

- IDR 50.000.000,-

2. Development of a Sensor-Based Hotel Smart Room System with the User-Centered Design Approach for Mobile Device (2017)

Internal fund research program held by Directorate of Research, Telkom University

Position:

- Team leader

Grant Value:

- IDR 11.265.000,-

3. Development of a Sensor-Based Motorcycle Accident Automatic Detection System with the User-Centered Design Approach for Mobile Device (2017)

Internal fund research program held by Directorate of Research, Telkom University

Position:

- Team member

Grant Value:

- IDR 12.250.000,-

4. Hide and Seek Virtual Reality Game to Preserve Indonesian Traditional Gaming (2017, first year)

Applied product research (PPT, Penelitian Produk Terapan) program held by Ministry of Research, Technology, and Higher Education of Indonesia

Position:

- Team member

Grant Value:

- IDR 50.000.000,-

5. SO-ICE (Sign to Voice): Communication Aids Application for Impaired Hearing and Speech (2015)

Independent fund research program held by researcher in Telkom University

Position:

- Team member

Certifications

1. Google Certified Educator – Level 1 & 2 (October 5th, 2017)

2. IC3 Digital Literacy Certification (February 25th, 2017)

IC3 GS4: Key Applications, Living Online, Computing Fundamentals

- <http://verify.certipoint.com>
wEovz-4SsC

3. Unity Certified Developer (July 19th, 2016)

- Certificate No:
20167UCD718

4. Adobe Certified Associate (May 27th, 2015)

Rich Media Communication using Adobe Flash® CS6

- <http://verify.certiport.com>
Jryo-4TAw

5. Microsoft Office Specialist (May 26th, 2015)

Microsoft Office Specialist for Office Word 2013

- <http://verify.certiport.com>
wMc78-FMR8

Work Experiences

1. Telkom University (July 2014 – Now)

Private college that specializes its study programs in the field of "Information and Communications Technologies, Management and Creative Industries" in response to rapid demands of the ICT industry

Position:

- Lecturer; Diploma of Informatics
- Supervisor; Multimedia Research Laboratory; School of Applied Science
- Head of Affairs; Development of Learning Method, Standard, and Evaluation; Center for Teaching and Learning Excellence

2. CreatAR (May 2014 – 2016)

Startup focused in research, development and implementation of Augmented Reality and another interactive multimedia technology

Position:

Co-Founder

3. Pustaka Lebah (December 2010 – September 2013)

Publisher of creative educational books, magazines, e-Learning, and games

Involved projects:

ITM Kinect Interactive Application	Mar, 2013 – May, 2013
Bee School	Aug, 2012 – Sep, 2013
My First Islamic EncyclopeBee	Mar, 2012 – Apr, 2012
Bunny: Read and Play	Mar, 2012
McDonald's McKids Augmented Reality Magic	2012
My First Augmented Reality EncyclopeBee Space Exploration: Solar System	Jun, 2011 – Nov, 2011
Bee Augmented Reality Xpo	2011
My First Augmented Reality EncyclopeBee Around The World: Europe	Dec, 2010 – Jun, 2011

Position:

Multimedia Developer

Main task:

Develop Augmented Reality (fiducial marker tracking, natural feature tracking, skeleton tracking, face tracking), e-Learning, and casual educational games for children using Flash, Unity, Kinect, etc

4. Rakreasi Teknologi Indonesia (2007 – October 2010)

Startup focused in IT development projects

Position:

Technical Manager

Main task:

Support software development and IT technical assessment

Involved projects:

TagScreen @ Circle-K	Apr, 2010 – Jun, 2010	Task: Technical assessment. Responsible for researching about display projection and technology that will be implemented. On the spot technical support
TagScreen @ Mitsui Booth, Infrastructure Asia 2010 Conference & Exhibition	Feb, 2010 – Apr, 2010	Task: Technical assessment. Responsible for researching about display projection and technology that will be implemented. On the spot technical support
PLN Call Center 123	Jan, 2010 – Feb, 2010	Task: Technical assessment. Responsible for network and data architecture designing of call center server
Legislative Elections 2009	Mar, 2009 – Apr, 2009	Task: Orchid Reader ICR technical support. Give training and troubleshooting for KPUD (Komisi Pemilihan Umum Daerah)

Project Experiences

1. KuasAR Studio (July 2016 – February 2017)

Augmented Reality and Interactive Media company in Indonesia

Involved projects:

"AR Merdeka!" Augmented Reality Android App
Showcasing The Proclamation of Indonesia Independence Animation
Jul – Nov 2016

Polka Cosmetics Augmented Reality Packaging App
Nov, 2016 – Jan, 2017

Position:

Technical Supervisor & Augmented Reality Developer

Main task:

Develop Augmented Reality related applications

2. Pyqabu (April – August 2016)

Augmented Reality company in Netherland

Position:

Freelance Augmented Reality Developer

Main task:

Develop Pyqabu Augmented Reality showcase application

3. Dewan Nasional Perubahan Iklim (April 2014 & March 2016)

National Council on Climate Change, a government's organization who coordinate the implementation of the climate change and strengthen the position of Indonesia in international forums in controlling climate change

Position:

Freelance Interactive Multimedia Developer

Main task:

- Develop "Comic Action" interactive application used in DNPI booth at 4th Indonesia Climate Change Education Forum & Expo 2014 (Jakarta Convention Center, May 1st-4th, 2014)
- Develop "Save Our Mangroves" & "Save The World", interactive games used in DNPI booth at Indonesia Climate Change Education Forum & Expo 2016 (Jakarta Convention Center, April 14th-17th, 2016)

4. Smartfren (June 2015)

Internet Service Provider and CDMA cellular operator operating in Indonesia. Andromax is well known in Indonesia as an affordable smartphone

Position:

Freelance Virtual Reality Game Developer

Main task:

Develop "Kinetic Game" (controlled using 2 DDR pads) and "VR Racing Game" (run on Smartfren Andromax 4G LTE device) used in Smartfren Andromax 4G LTE launching event on Indonesia Cellular Show 2015 (Jakarta Convention Center, June 10th-14th)

5. Shafco (February 2014)

Major moslem fashion company in Indonesia with SHAFIRA and ZOYA as its brands

Position:

Freelance Interactive Multimedia Developer

Main task:

Develop virtual fitting room applications using Kinect, used in Shafira and Zoya booths at Indonesia Fashion Week 2014 (Jakarta Convention Center, Feb 20th-23rd)

6. Bandung Geology Museum (December 2012 – June 2013)

The biggest and most complete geological museum in Indonesia

Position:

Freelance Interactive Multimedia Developer

Main task:

Develop motion gesture based game using Kinect, and several interactive multi touch screen display applications

7. Beyond Reality (December 2012 – February 2013)

Augmented media company in Netherland

Involved projects:

KFC Wow Augmented Reality for Blinksolution (India)	Feb, 2013
B61 Magazine Mobile Augmented Reality App for Zwetdesign (Germany)	Dec, 2012 – Jan, 2013

Position:

Freelance Augmented Reality Developer

Main task:

Develop Augmented Reality related applications for their clients

8. Avante (February 2012 – April 2012)

Creative marketing and event agency in Malaysia

Position:

Freelance Augmented Reality Developer

Main task:

Develop Avante Augmented Reality showcase application

9. Adobe User Group Indonesia (November 2011 – 2013)

Community of Adobe product users in Indonesia

Published posts:

AIR Native Extension (ANE) to Refresh Gallery on Android	Mar, 2012
Natural Features Tracking based Augmented Reality using IN2AR and Papervision3D	Nov, 2011

Position:

Blog Author

Main task:

Publishing blog articles and tutorials about Adobe products mainly around Adobe Flash based technology

10. Click Multimedia (October 2007 – January 2008)

Design and multimedia development studio based in Bandung

Position:

Freelance Flash Animator and Programmer

Main task:

Develop Flash based applications and mini games about "Disaster Awareness for Children"

11. Trustudio (August 2007 – January 2008)

Interactive multimedia development studio based in Bandung

Position:

Freelance Flash Programmer

Main task:

Develop Flash based E-Learning application for "Badan Diklat Perhubungan", Ministry of National Transportation of Indonesia

Seminar, Workshop, and Competition

1. "Merging Virtual & Reality with AR" Seminar (Feb 27th, 2018)

A seminar and demo about Augmented Reality technology organized by Himpunan Mahasiswa Sistem Informasi dan Teknik Informatika of Universitas Sangga Buana YPKP, Bandung

Position:

- Speaker, as an Augmented Reality researcher & developer

Topic:

- Merging Virtual and Reality with Augmented Reality

2. BEKRAF Festival 2017 – Mini Workshop (Dec 10th, 2017)

A mini workshop facilitated by INVRA (Indonesia VR/AR Association) as a part of BEKRAF Festival 2017

Position:

- Trainer, as an Augmented Reality developer

Topic:

- How to Develop AR Applications Easily

3. Bandung Innovation Festival (Dec 1st, 2017)

An exhibition and seminar sessions held by Bandung city government in collaboration with HYVE DIGI Indonesia

Position:

- Moderator, as a lecturer in IoT (Internet of Things) field

Topic:

- Maker Movement isn't Just a Buzzing Words

4. BEKRAF Developer Conference 2017 (Nov 25th, 2017)

A annual conference held by BEKRAF (Creative Economic Agency of Indonesia) aims to produce recommendations to build applications and games ecosystem in Indonesia. the conference is expected to bring synergy from the ecosystem actors present, including academics, application developers, game developers, associations, communities, governments, media, and supporting industries

Position:

- Speaker, as an academics

Topic:

- Conference's Summary

5. BPS Workshop (Oct 26th, 2017)

A workshop to develop 16 creative economy subsector business profiles based on national economic census of 2016 phase II. Held by BPS (Statistics Bureau of Indonesia)

Position:

- Speaker, as a board member of INVRA (Indonesia VR/AR Association)

Topic:

- An Overview of VR/AR Industry in Indonesia

6. Habibie Festival 2017 - #yourfuturejob Talkshow (Aug 8th, 2017)

A talkshow discussing about potential future job for our young generations in IT field especially in mobile industry, this talkshow was held as a part of Habibie Festival 2017 annual exhibitions supported by BEKRAF (Creative Economic Agency of Indonesia)

Position:

- Moderator, as an IT practitioner

Topic:

- Your Future Career in MOBILE Industry

7. BEKRAF Game Prime 2017 – Mini Workshop (Jul 29th, 2017)

A mini workshop facilitated by INVRA (Indonesia VR/AR Association) as a part of BEKRAF Game Prime 2017. An annual exhibition about the next big things in game industry, organized by BEKRAF (Creative Economic Agency of Indonesia)

Position:

- Trainer, as an Augmented Reality developer

Topic:

- How to Develop AR Applications Easily

8. ClickSquare AR/VR Sharing Session (Mar 26th, 2017)

A sharing session about Augmented/Virtual Reality technology organized by VARcode (Virtual & Augmented Reality Community Development) in collaboration with ClickSquare, Bandung

Position:

- Speaker, as an Augmented Reality researcher & developer

Topic:

- AR to Increase Product Value and Brand Activation

9. Jakarta XR Meetup 6: VR-AR & Education (Feb 8th, 2017)

Monthly mini seminar and exhibition about Virtual/Augmented/Mixed Reality technology organized by INVRA (Indonesia VR Association) in collaboration with Bina Nusantara University

Position:

- Speaker, as an Augmented Reality researcher & developer

Topic:

- AR/VR Education & Technology Usage for Disability

10. AR/VR Seminar & Workshop (Dec 24th, 2016)

A one-day seminar & workshop about Augmented/Virtual Reality technology organized by Fakultas Ilmu Komputer of Universitas Mercu Buana Jatisampurna, Bekasi

Position:

- Speaker & instructor, as an Augmented Reality researcher

Topic:

- Research Directions in Augmented Reality
- Workshop on Creating Basic AR/VR Applications

11. “Augmented Reality” & “Kapita Selekta” Courses (Dec 1st, 2016)

A session in “Augmented Reality” and “Kapita Selekta” courses held by Program Studi Teknik Informatika, Fakultas Sains dan Teknologi, Universitas Al Azhar Indonesia, Jakarta

Position:

- Guest lecturer, as an Augmented Reality researcher

Topic:

- Designing Outstanding Augmented Reality Experiences
- Research Directions in Augmented Reality

12. Microsoft HoloLens Workshop (Nov 29th, 2016)

A workshop facilitated by team from Microsoft Indonesia as a part of BEKRAF Game Prime 2016, the 8th Indonesia game developer annual conference. Its mission is to gather the industry’s greatest minds in one venue to foster collaboration and innovation

Position:

- Participant

Description:

- HoloLens hands-on experience and demo
- Step-by-step development and porting from existing Unity project to HoloLens app

13. National Competition of Augmented Reality (Feb-May, 2016)

A national event consist of workshop roadshow to 12 universities in 10 cities across Indonesia, and competition to make Augmented Reality applications. This event was held by Telkom University in collaboration with ARToolKit (DAQRI Open Source Division)

Position:

- Chairman of the event committee
- Workshops trainer

14. Retas Bangsa Hackathon (Jun 21st-22nd, 2014)

24 hours event to create applications to solve our nation's problems in the field of disaster management; economy and finance; infrastructure, facilities, and public services; health, welfare, education, transportation, and other sectors to support government. This event was held by DailySocial and Teman Rakyat

Achievement:

- Top 10 finalists, as a member of KAT Studio team

Description:

- KAT Studio team creates a geolocation based Augmented Reality mobile application, named "sekitARKita", to help people easily finds public service places and its detailed information

15. InformationALL 2014 (May 17th, 2014)

A seminar about information technology organized by Fakultas Teknik (Engineering Faculty) of Universitas Muhammadiyah Jakarta

Position:

- Speaker, as an Interactive Developer

Topic:

- Information Technology Developments in the Field of Augmented Reality

16. GIST Startup Bootcamp Indonesia 2014 (Apr 4th-5th, 2014)

Two day on the ground hands-on business support (mentorship & training) for most promising ventures, organized by GIST (Global Innovation through Science and Technology) Initiative

Achievement:

- Top 30 startup finalists, as a member of Vertesac team

Description:

- Vertesac is a green smart shopping bag system that help retailers and consumers replace the plastic bag and get discounts, prizes, and access to a database of their purchasing history in retailer shops

17. API Pemilu Hackathon, Code for Vote (Mar 8th-9th, 2014)

24 hours event to create applications related to legislative members election in Indonesia. This event was held by Perludem (Association for Election and Democracy) and officially supported by KPU (Indonesia Commision of General Election)

Achievement:

- Winner for "Women and People with Disability" category, as a member of The K-Team

Description:

- The K-Team creates an app named "Hayu Nyoblos". This app was made with aim to direct voters to choose young legislative candidates who have good reputation and achievement

18. Innov-a-thon Championship (Jan 13th, 2014)

Startup ideas pitching championship held by Turn8 Seed Accelerator (Dubai) and Ciputra GEPI Incubator (Jakarta). This event is aiming to qualify innovative start-ups and technologies for funding, support and participation in Turn8 Seed Accelerator Program

Achievement:

- Qualify for funding and participating in Turn8 Seed Accelerator Program in Dubai for 4 months, as a member of CLAPS team

Description:

- CLAPS is a photo sharing application designed to educate people about climate change and improve climate modelling

19. Hackathon Startup Asia Jakarta 2013 (Nov 21st-22nd & 30th, 2013)

24 hours annual-event to explore new APIs and put developers hacking skills to test against others from around Asia. As a part of Startup Asia Jakarta 2013 event which is a large-scale 2-day conference showcasing newly launched and product-ready tech startups

Achievement:

- 2nd Winner, as a member of Epic Jelly team (Pindai App)

Description:

- Pindai App is a tool to help people for a smarter shopping, as simple as scanning the product barcode

20. Workshop Sumpah Pemuda Prasetiya Mulya (October 28th, 2013)

Part of an annual event organized by Prasetiya Mulya Business School to celebrate "Sumpah Pemuda" day

Position:

- Speaker, as an Interactive Developer

Topic:

- Digitization and Innovations in Culture

21. Social Innovation Camp Jakarta 2013 (October 11th-13th, 2013)

Annual event as a part of SI Camp Asia and SI Camp Global. It brings together software developers and designers with people who understand social problem to help build web and mobile solutions to social challenges

Achievement:

- 2nd Winner, as a member of CLAPS team

Description:

- CLAPS is an online platform to visualize the pattern of world changes through collaborative image sharing, with real impact

22. Adobe Camp Indonesia 2013 (September 4th-5th, 2013)

Adobe Camp is an annual seminar held globally to discuss about Adobe products. In Indonesia, it is organized by Adobe User Group Indonesia and held in Mercuru Buana University, Jakarta

Position:

- Speaker, as an Interactive Developer

Topic:

- Augmented Reality and Creative HCI on Flash Platform

23. LPKIA Super Mega Workshop 2013 (March 25th, 2013)

Annual workshop organized by HIMAKOM LPKIA Bandung

Position:

- Keynote Speaker, as a member of Epic Jelly team

Topic:

- Create HTML5-based Android game without coding

24. ComLabs USDI-ITB (2006 – 2007 & March, 2014)

Center of IT services in ITB (Institut Teknologi Bandung), Information Resource Unit

Flash Game Programming Training, ComLabs IT Course	Mar, 2014
Fundamental Animator using Flash Training, ComLabs IT Course	2007
E-Learning Content Development Training	Jun, 2007 – Aug, 2007
Workshop in Flash Animation for Education	May, 2007 – Jun, 2007
Seminar on Pedagogy & E-Learning and Workshop on Digital Content Creation	Sep, 2006
Interactive Multimedia Application Training, ComLabs IT Course	2006
Animation Design using Flash Training, ComLabs IT Course	2006 – 2007

Position:

Flash and Multimedia Application Training Instructor

Main tasks:

- Teaching Flash animation and programming in class
- Develop multimedia based E-Learning applications

Media Coverages

1. National Competition of Augmented Reality 2016 (Feb-May 2016)

<http://bandung.bisnis.com/read/20160523/82444/555300/ncar-pertama-di-indonesia-digelar-di-telkom-university>

2. MyFlashLabs Interview (April 2016)

<http://www.myflashlabs.com/interview-with-fathah-noor-prawita-the-myflashlabs-2016-february-contest-winner/>

3. Code for Vote Hackathon (March 2014)

<https://dailysocial.id/post/10-aplikasi-terbaik-dari-ajang-codeforvote-untuk-pemilu-2014>

4. Startup Asia Jakarta 2013 Hackathon (December 2013)

<https://www.techinasia.com/startup-asia-jakarta-2013-hackathon-winners>

5. ITB Photo Hunting Contest 2009 (March 2009)

<https://www.itb.ac.id/news/read/2389/home/dies-emas-itb-pemenang-itb-photo-hunting-contest-2009>

All the information above is true and based on facts.

Bandung, March 5th, 2018
Sincerely yours,

Fat'hah Noor Prawita