

Education

Universitas Indonesia	
B.S. in Information Systems, GPA: 3.67/4.00	Aug 2022 – Jul 2026
• Relevant Coursework: Database (A), Computer Networks (A), Enterprise Application Architecture & Programming (A), Data Structures & Algorithms (A), Platform-Based Programming (A), Information Systems Development Project (A), Computer Vision (A-), Parallel Programming (A), Ethical Hacking (A), Robotics (A), Embedded Systems (A) • Undergraduate Thesis: Design of an Upgradeable Smart Contract for Real Estate Tokenization with Transfer Restrictions Based on KYC Verification Status	

Professional Experience

BLP Beauty / Beauty & lifestyle brand	Indonesia
IT Developer Intern	Aug 2025 – Feb 2026
• Developed Asset Management and Legal Request features end-to-end using NestJS, Angular, and PostgreSQL, including asset lending integration with Room Booking and legal document submission, approval, and status tracking. • Contributed to frontend and backend development for Task Management, Employee Journey, and Budget System, implementing workflow features, Excel data imports, real-time notifications, authentication and authorization, and Odoo integration • Migrated and maintained multiple BLP Team App modules from Angular 17 to Angular 19, updating standalone components, routing, permission guards, services, and NgRx state management while resolving build, runtime, and UI issues. • Documented ERDs, APIs, business flows, and code structure across 20+ modules, while handling application deployment and maintenance tasks such as GitLab CI/CD configuration, staging and production environment setup, deployment troubleshooting, database updates, and bug fixes.	

Faculty of Computer Science, Universitas Indonesia	Indonesia
Teaching Assistant	Jul 2024 – Jun 2026
• Programming Foundation 2	Genap 2025/2026
• Computer Vision	Ganjil 2025/2026
• Enterprise Application Architecture & Programming (Spring Boot)	Ganjil 2025/2026
• Computer Networks	Ganjil 2025/2026
• Database	Genap 2024/2025
• Database	Ganjil 2024/2025

Achievements

Honorable Mention (4th) – Gemastik 2025 (Smart Device, Embedded System & IoT), Indonesia Presentation
• Co-developed an end-to-end AIoT platform combining anthropometric sensors, ANN and YOLOv11n late-fusion inference, and LoRa-based data transmission for early stunting detection in low-connectivity regions. • Built a full-stack geospatial monitoring platform for near-real-time case mapping, child growth records, regional analytics, report generation, and LLM-generated individual and policy-level intervention recommendations.

Projects

Hospital Appointment System Java, Spring Boot	Architected microservices-based system using Spring Boot with separate services for patient records, scheduling, and notifications. Secured REST APIs with JWT and role-based access control. Configured CI/CD pipeline with GitLab CI/CD and Docker.
Crowd Detection & Analytics Platform	Built real-time object detection system using YOLOv8 and OpenCV for identifying and tracking individuals in video streams. Fine-tuned model on custom crowd dataset for dense environments. Developed Vue.js dashboard with facial recognition integration for live analytics.
Gym Management System Python, Django	Collaborated in designing the system architecture, business requirements, and feature specifications across 15+ product epics, while implementing backend, frontend, and database components for the Membership Management, Class Scheduling, and Financial Reporting modules

Skills

Languages:	TypeScript, Java, Python, SQL, Solidity
Backend:	NestJS, Spring Boot, Django
Database:	PostgreSQL
Tools & Infrastructure:	Docker, Git, GitLab CI/CD, Kubernetes, Linux