



# ALVIN HARISTIANTO

24060123130070 | Informatics | Universitas Diponegoro

☎ 081391823748 | ✉ alvinharistianto@students.undip.ac.id

📷 alvinharist\_ | 🌐 linkedin.com/in/alvinharistianto

## About me

Has been dreaming of becoming a great scientist in tech since a kid, he seeks every new worlds to fulfill the thirst of ideas. Loves to try new things and being challenged. He is Alvin Harist.

## Awards

### Best Performing Individual Data Science | Arkavidia 9.0

An annual event of bootcamps (titled as Academya) and competitions held by Himpunan Mahasiswa Informatika (HMIF) ITB

### Gold Medal | International Competition and Exhibition on Computing Innovation (ICE-CInno) 2024

An international research competition organized by Universiti Malaysia Pahang Al-Sultan Abdullah with the endorsement by the Ministry of Education which is mainly aimed for computer-based innovation

### #1 Winner | High School Level Regional-National Science Olympiad (OSN-K) of Informatics 2022

A prestigious science olympiad in Indonesia which requires persistence and determination during the process

### #3 Winner | Junior High School Level Regional-National Science Olympiad (OSN-K) of Natural Sciences 2019

The first olympiad event that gave me an award, later it grew my passion in sciences and challenged me to take this competition again in high school

## Education

### **2023 - now | Informatics, Universitas Diponegoro**

Joins Insani (Indah Persaudaraan Islam) in Database-Statistic team and Informatics Research Innovation & Technology (I-RICH) in Data Mining team.

### **2020 - 2023 | Mathematics and Natural Sciences, SMAN 1 Pemalang**

Became the lead of IT club and the co-lead of English club in 2022.

### **2017 - 2020 | SMPN 3 Petarukan**

Selected to be the President of Student Council for 2018-2019 period.

### **2011 - 2017 | SD Muhammadiyah 02 Kendalsari**

Actively entrusted to be the school representation in various competitions.

## Skills

### Soft Skills

1. Leadership
2. Teamwork
3. Communication
4. Public speaking
5. Emotional Intelligence
6. Conflict Management

### Hard Skills and Tools

- |                 |                                 |
|-----------------|---------------------------------|
| 1. Python       | 10. Data Gathering              |
| 2. Pandas       | 11. Data Preprocessing          |
| 3. Numpy        | 12. Data Visualization          |
| 4. Matplotlib   | 13. Classification              |
| 5. Seaborn      | 14. Regression                  |
| 6. Scikit-Learn | 15. Data Story Telling          |
| 7. SQL          | 16. Natural Language Processing |
| 8. Java         |                                 |
| 9. C++          | 17. Model Deployment            |

## Experiences

### **Lead of Data Science - Arkavidia 9.0 Academya Collaboration Project 2025**

Led the Data Science team in a cross-functional collaboration involving participants from diverse institutions and backgrounds. Successfully delivered a waste management application called Foodia that received positive recognition from the judges for its innovation and impact.

### **Lead of Event Creative - IUF 2025 (IMP Undip Fair)**

Led the Event Creative division for one of the largest campus expos and national tryout events held by IMP (Ikatan Mahasiswa Pemalang) at Universitas Diponegoro. Successfully coordinated the event concept, rundown, creative direction, guest star selection, and overall stage experience, engaging an audience of over 500 attendees.

### **Staff of Event Creative - I-Gate 2024**

Contributed to the creative planning and execution of I-Gate 2024, the welcoming event for new Informatics students. Assisted in concept development, rundown preparation, and scenario planning, resulting in a successful, on-time show attended by a large audience.

### **Staff of Diponegoro Logic Competition - Anforcom 2024**

Contributed as part of the organizing team for a national-level logic and programming competition for high school students, featuring logic tests, logic games, and competitive programming challenges. This initiative aimed to inspire and nurture the next generation of IT talent in Indonesia.

### **Staff of Event Creative - LKMM-PD 2024**

Collaborated with the Event Creative team to design and develop concepts, themes, and ideas for LKMM-PD 2024, a student leadership and management training program. Contributed to creating an engaging and well-structured event experience for participants.

### **Staff of Event Creative - POSITIF 2024**

POSITIF is an internal sports and arts event for Informatics students at Universitas Diponegoro. As part of the Event Creative team, I contributed to idea generation and collaborated closely with the design team to develop the event's creative direction, including crafting the concept and philosophy behind its official logo.

### **Staff of Event Creative - Social Project iRantai 2024**

A social initiative focused on beach clean-up in Semarang. As part of the Event Creative team, I contributed to developing the event concept, creative ideas, and team chants. The project aimed to raise environmental awareness and promote active student participation in community service.

### **Staff of Try Out - IUF 2024 (IMP Undip Fair)**

Coordinated with external partners to organize the 2024 UTBK-SNBT national tryout as part of the IUF (IMP Undip Fair) event. Played a key role in managing collaboration efforts to ensure the smooth execution of the academic simulation for high school participants.

## Projects

### **Foodia**

An innovative application designed to help users manage food supplies effectively, reduce food waste, and encourage wise consumption

### **Bunta (Kebun Kita) Beruni**

UI/UX design of a farming game for Human-Computer Interaction class final group project

### **Beruni**

A mobile app prototype to help users manage personal finances through budgeting tools, expense tracking, and financial insights