

AUDRY RAIHAN

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Fresh graduate in Informatics Engineering (GPA 3.53) with strong interest in Business Analysis, Business Process Modeling, and Data Analysis. Experienced in gathering requirements, analyzing workflows, and creating system documentation using BPMN and UML. Skilled in process mapping, data interpretation, and collaborating with development teams. Detail-oriented, adaptive, and eager to grow in Business Analyst or Product-related roles.

Work Experiences

**Informatic Engineering Department - UIN Sunan
Gunung Djati Bandung**

Oct 2021 - Nov 2021

Internship Business Analyst

The administration office the informatics engineering department at UIN

- Conducted user requirements gathering and business process analysis for digitizing academic services.
- Modeled end-to-end processes using BPMN to support system improvements.
- Designed system blueprints with use cases, activity diagrams, and class diagrams.
- Collaborated with stakeholders and developers to ensure requirements alignment.
- Managed documentation and workflow tracking using Wekan.

Education Level

Universitas Islam Negeri Sunan Gunung Djati  - Bandung

Jul 2018 - Jul 2025

Bachelor, 3.53/4.00

Academic Experience



Thesis

Fun Fruit Crush – Fisher Yates Algorithm Based Android Game

Analyzed randomness issues in game mechanics and formulated an algorithmic solution using Fisher–Yates Shuffle. Evaluated performance using statistical methods to derive insights and ensure fairness in system behavior. Created heatmap visualizations for data interpretation and decision-making.

- Identified system issues related to randomness and mapped the game logic to understand problem patterns.
- Formulated solution requirements and redesigned the randomization process using the Fisher–Yates Shuffle method.
- Conducted data-driven evaluation using statistical tests (chi-square and runs test) to validate fairness.
- Interpreted testing results through heatmap visualization to derive insights and support decision-making.
- Documented findings and proposed recommendations for improving system behavior based on analytical insights.

Skills, Achievements & Other Experience

- **Projects** : Developed and tested Android game implementing randomization algorithm
- **Soft Skills**: Problem-solving, Team Collaboration, Detail-oriented, Communication, Business Process Modeling (BPMN), Data Analysis
- **Hard Skills** : Troubleshooting, Networking Basics, Microsoft Office, Microsoft Excel, Draw.io, Power BI

basic, SQL basics

- **Modules Taken** 📌: Training ICT Microsoft Office Specialist in UIN SGD Bandung
- **Analytical** 📌: Chi-Square Test, Runs Test, Heatmap Visualization
- **Interest**: Business Analysis, Business Process Modeling, Data Entry, Data Analyst