CURRICULUM VITAE

Name	: Bhisma Chandra Yudha Setiawan
Nickname	: Bhisma
Address	: Ergulo Street Number 274/121, Bandung City
Phone Number	: 0877-1994-9220
Email	: bhisma.chandra.tif422@polban.ac.id
Gender	: Male
Place & Date of Birth	: Bandung, January 10, 2004
Religion	: Islam
Marital Status	: Single
Nationality	: Indonesian

Scope of Software Development Tasks in Internship
Understanding and applying software development process practices
Involvement in requirements analysis and system design
Participation in application feature development
Documenting code and development processes technically

Hard Skills and Soft Skills to Develop During Internship
Communication
Collaboration
Critical and analytical thinking
Work ethics
Web programming (frontend & backend)
Using industry-relevant frameworks
Software testing
Technical project documentation

Educational Background	
Year	**Institution**
2016 - 2019	SMP Negeri 5 Bandung (Junior High School)
2019 - 2022	SMA Negeri 5 Bandung (Senior High School)
2022 - Present	D4 Informatics Engineering, Department of Computer and Informatics Engineering, Bandung State Polytechnic

Organizational Experience	
Year	**Organization**
2022 - Present	Himpunan Mahasiswa Komputer, Bandung State Polytechnic

Courses Taken

1) Fundamentals of Programming
2) Cognitive Computing
3) Information and Communication Technology Concepts
4) Programming Techniques
5) Data Structures and Algorithms
6) Project 1
7) Computer Architecture and Organization
8) Database Systems
9) Programming Language Principles
10) Data Communication and Networks
11) Operating Systems
12) Software Analysis and Design 1
13) Data Modeling
14) User Interface Design
15) Project 2
16) Computer Graphics
17) Information Systems
18) Digital Image Processing
19) Web Development
20) Software Engineering Project Management (ongoing)
21) Software Analysis and Design 2 (ongoing)
22) Distributed Systems (ongoing)
23) Software Testing (ongoing)
24) Object-Oriented Software Programming (ongoing)
25) Project 3 (ongoing)

Academic Project Experience

Course Name	Fundamentals of Programming
Project Name	**Tic Tac Toe Game**
Description	Developed a Tic Tac Toe game implemented in a console program.
Technologies and Tools	C++ Language, Visual Studio Code, GitHub
Team Role	● Designed game logic, including position input and checking for win/lose/draw conditions. ● Created a dynamic game board that adjusts based on initial input. ● Developed a simple bot algorithm.
Achievements	● The game can run with a variety of board sizes based on user input. ● Includes a bot opponent feature with easy, medium, and hard difficulty levels. ● Implemented a game timer to limit players' turn durations. ● High score history is saved and can be displayed again.
Learnings	● Used GitHub for real-time project collaboration. ● Applied multithreading in C++ to implement the timer as an additional feature. ● Improved technical communication and task distribution within a team.
Duration	November – December 2022, approximately 1.5 months.

Course Name	Programming Techniques
Project Name	**Game Catalog Web Application**
Description	A Spring Boot-based web application designed to manage a digital game catalog. The application supports user account management with authentication and includes a balance-based transaction feature for adding games to users' personal catalogs.
Technologies and Tools	Java, Spring Boot, HTML, CSS, Visual Studio Code, GitHub
Team Role	● Responsible for backend development, including designing data structures and database relationships. ● Implemented basic authentication and authorization for users (admin and regular users). ● Developed CRUD (Create, Read, Update, Delete) features for the game entity, accessible ● Managed user balance transaction logic when adding games to their account.

Achievements	• User login and registration system with input validation. • Role-based access control separating admin and regular user permissions. • Admin-only CRUD functionality for game data. • Game purchase feature with automatic balance deduction for users.
Learnings	• Developed a basic web application using Spring Boot. • Applied MVC (Model-View-Controller) concepts in a real project. • Manually implemented user authentication and session management. • Practiced CRUD operations and balance transaction logic in a real-world context. • Collaborated to integrate frontend and backend components effectively.
Duration	April – May 2023, approximately 1.5 months.

Course Name	**Data Structures and Algorithms**
Project Name	**Conversion Program from Non-Binary Tree to Binary Tree Using AVL**
Description	A console-based application to model the conversion of a non-binary tree into a binary tree using AVL Tree structure.
Technologies and Tools	C++, Visual Studio Code, GitHub
Team Role	• Designed and implemented data structures for both non-binary and binary trees. • Gained understanding of file compression issues involving bits. • Developed traversal procedures and core tree operations such as node insertion, deletion, and rotation. • Collaborated with team members during the feature development phase for tree conversion.
Achievements	• Interactive console application allowing manual input to build binary and non-binary trees. • Tree operations feature: insert node, edit node, delete node, delete entire tree, and traversal (inorder, preorder, postorder). • Tree structure visualization using console characters to clearly show branches and nodes. • Step-by-step visualization of the non-binary to binary tree conversion process. • Ability to save tree structures into a .txt file for documentation or reuse.
Learnings	• Implemented AVL Tree and learned about tree balancing techniques.

	● Applied traversal and rotation concepts in code. ● Strengthened understanding of recursion, pointers, and memory manipulation in C++. ● Practiced technical collaboration and logical discussions with teammates intensively.
Duration	April – May 2023, approximately 1.5 months.

Course Name	**Project 1**
Project Name	**Tender Data Web Scraping and Visualization**
Description	Here, we conducted web scraping from the LPSE (Layanan Pengadaan Secara Elektronik) website to collect all available tender data. The data processing involved cleaning, transforming, and analyzing to uncover patterns and trends. The processed data was visualized in an interactive dashboard using Power BI, which was then used in a presentation to showcase procurement trends in the selected region.
Technologies and Tools	Python (BeautifulSoup), UiPath, Excel, Power BI
Team Role	● Responsible for web scraping tender data from a specific regional LPSE website. ● Performed data cleansing and transformation using UiPath, Python, and Excel. ● Collaborated with the team to analyze data from multiple regions to identify procurement trends and patterns.
Achievements	● Successfully collected and processed tender data from one region, later combined with data from other regions. ● Transformed and cleaned the data into an analysis- and visualization-ready format. ● Developed a Power BI dashboard with interactive graphs showing trends and patterns in tenders. ● Presented findings through a visual report, helping identify key procurement insights.
Learnings	● Used BeautifulSoup for web scraping semi-structured data from LPSE websites. ● Applied the ETL (Extract, Transform, Load) process from data scraping to visualization. ● Learned data cleaning and preparation using Python and Excel.

	● Gained experience in basic data visualization techniques using Power BI to deliver clear graphical insights. ● Practiced data analysis to identify trends and patterns and compiled visual reports for presentations.
Duration	April – May 2023, approximately 1.5 months.

Course Name	**Computer Graphics**
Project Name	**"Conflict Zone" Game**
Description	A 3D tower defence game developed using Unity, where players place turrets to defend their headquarters (HQ) against waves of enemy vehicles. Each type of turret and enemy has unique characteristics and functions that can be upgraded throughout the game.
Technologies and Tools	Unity, C#, Blender, GitHub
Team Role	● Developed the entire game logic, including wave system, enemy pathing, upgrade system, and score handling. ● Managed interactions between game elements such as turret attacks, enemy movement, and HQ health reduction when under attack. ● Created some 3D models for the map, turrets, and enemy vehicles.
Achievements	● Implemented an in-game economy system for purchasing and upgrading turrets. ● Each turret type has unique characteristics and can be upgraded or sold. ● Enemies have distinct features such as ground or air paths and the ability to counterattack. ● Multiple maps with different designs and unique challenges per level. ● Star-based scoring system based on player performance. ● Automated win/loss logic based on HQ health and number of enemies defeated.
Learnings	● Used Blender and Unity assets to create 3D visual representations. ● Implemented modular architecture in Unity using C#.
Duration	April – May 2024, approximately 1.5 months.

Course Name	Project 2
Project Name	**Acne Detection and Skincare Product Recommendation**
Description	Developed a system using computer vision and machine learning to detect acne from facial photos and recommend skincare products based on the detected acne type. The system combines an object detection model (YOLOv8) with a product recommendation algorithm based on active ingredients.
Technologies and Tools	Python, YOLOv8 (Ultralytics), Google Colab, BeautifulSoup, UiPath, dataset from Roboflow, and scraped skincare product data.
Team Role	• Assisted in scraping skincare product data and their active ingredients using BeautifulSoup and UiPath. • Designed and developed a recommendation algorithm based on acne types and suitable active ingredients.
Achievements	• The system accepts facial image input, detects acne, and classifies it into six categories. • The training dataset was sourced from Roboflow, with partial manual labelling. • Utilized YOLOv8 for training and inference. • Product recommendations were generated based on matching active ingredients suitable for each acne type.
Learnings	• Hands-on experience in training and testing object detection models using YOLOv8. • Learned about dataset labelling and the importance of annotation quality in model performance. • Applied web scraping and text processing to build a structured skincare product database. • Developed logic for a recommendation system based on relationships between acne classifications and product ingredients.
Duration	March – May 2024, a little over 2 months.

Course Name	Web Development
Project Name	**“DramaKu” Web Application**
Description	Developed a movie catalogue web application similar to IMDb, featuring search, filtering, user ratings, and reviews. The system supports different roles and access levels for admins and regular users.
Technologies and Tools	PHP, Laravel, HTML, CSS, Tailwind CSS, React, Jest, Docker

Team Role	Worked as a full stack developer to design and implement user/admin authentication, CRUD system for admins, user-generated reviews and ratings, and rating verification by admins.
Achievements	● Fully deployed web application with core features: login/logout, account registration, review and rating forms, and dynamic UI built with React. ● Dashboard page with search by movie title or actor, and filters for release year, rating, and genre. ● CRUD functionalities for admins (add/edit/delete movies) and review verification. ● Implemented unit testing for components using Jest. ● Containerized and successfully deployed the project locally and/or online using Docker.
Learnings	● Hands-on experience building a full stack web application using Laravel and React. ● Applied utility-first CSS with Tailwind to accelerate UI component styling. ● Implemented multi-role user authentication and authorization. ● Gained experience with unit testing using Jest. ● Managed development environments with Docker and gained initial deployment experience.
Duration	September – December 2024, approximately 3 months.

Course Name	**Digital Image Processing**
Project Name	**Virtual Try-On Application**
Description	Developed a web-based virtual try-on application that allows users to change clothing in their image by using garments from other images.
Technologies and Tools	Python, Google Collab, Flask, HTML, CSS
Team Role	● Designed and developed the user interface (frontend). ● Connected the frontend with the backend model using Flask. ● Integrated a pre-existing Virtual Try-On model into the web application workflow.
Achievements	● Clothing replacement process is performed automatically, and results are displayed back to the user.

Learnings	• Gained understanding of deep learning models for image manipulation. • Integrated a machine learning model into a web application (end-to-end pipeline).
Duration	November – December 2024, approximately 1.5 months.

Course Name	**Project 3**
Project Name	**SipTA Application**
Description	Developed a platform application to monitor and assess students' final project process from title submission, consultations, to final evaluations by supervisors and examiners.
Technologies and Tools	Laravel (PHP), HTML, CSS, Docker
Team Role	Worked as QA and tester, with a primary focus on feature testing and validating system compliance with user requirements.
Achievements	• Designed and executed test cases and User Acceptance Testing (UAT) for all system modules. • Identified and documented bugs, and assisted developers in the debugging process. • Validated process flows from project proposal submission to final evaluation. • Tested UI responsiveness and system stability across various user scenarios.
Learnings	• Gained experience in systematically creating and executing test cases. • Learned to identify logical flaws and mismatches between features and user requirements. • Improved technical communication skills with developers during bug-handling processes.
Duration	Duration: February 2025 – Present

Additional Information

Column	**Information**		
Programming	Desktop Language	C	Good
		C++	Good
		C#	Competent

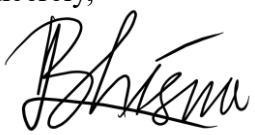
		Java	Good
	Web Programming Language	HTML	Good
		CSS	Good
		PHP	Good
		JavaScript	Good
	Framework	Laravel	Good
		React	Good
		Tailwind CSS	Good
		Bootstrap	Good
		Spring Boot	Good
		Flask	Beginner
	Database	MySQL	Good
		SQLite	Good
		PostgreSQL	Good
		Oracle	Good
		MariaDB	Beginner
		MongoDB	Good
		Neo4j	Competent
Software Engineering	Modelling Tools	Flowchart	Good
		ERD (Entity Relationship Diagram)	Good
		UML (Unified Modeling Language)	Good
		Use Case Diagram	Good
		Sequence Diagram	Good
		Data Flow Diagram	Good
	Modelling Tools Application	Draw.io	Very Good
		dbdiagram.io	Very Good
		Git	Very Good
Infrastructure	Administration	Kafka	Beginner
		Kubernetes	Beginner
	Virtualization	Oracle VM VirtualBox	Good
		Docker	Competent
Lain-lain	Office Tools	Microsoft Office	Very Good
	IDE	Eclipse	Good
		Intellij IDEA	Good
		Netbeans	Good
		Dev-C++	Good
		Visual Studio Code	Very Good

	Graphics Design	Canva	Good
		Blender	Good
Komunikasi	Bahasa Indonesia	Reading	Very Good
		Speaking	Very Good
		Listening	Very Good
		Writing	Very Good
	English	Reading	Very Good
		Speaking	Very Good
		Listening	Very Good
		Writing	Very Good

This CV is made truthfully.

Bandung, April 11, 2025

Sincerely,



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