Damdy Junaedi

damdyjuns@gmail.com | linkedin.com/in/damdy-junaedi | github.com/DamdyJ

OBJECTIVE

Recent Computer Science graduate specializing in AI/ML and full-stack web development. Passionate about building intuitive and visually compelling user experiences, with a proven ability to lead projects from concept to deployment. Seeking a developer role where I can leverage my skills in machine learning, UI/UX design, and modern web technologies to create innovative and impactful applications.

EDUCATION

Bunda Mulia University   South Tangerang, Indonesia
Bachelor of Computer Science, Informatics Engineering   *Sep 2021 – Sep 2025 (Expected)*

- GPA: 3.70 / 4.00
- Status: Thesis defense completed, awaiting graduation.
- Recipient of Academic Achievement Scholarship.

PROJECTS

AI-Based Emotion Classification   Feb 2025 – Jun 2025
Thesis Project

- Developed a BERT-based AI model that achieved 95% accuracy in classifying emotions from text reviews for final thesis defense.
- Designed and built an interactive web interface to visualize data, demonstrating end-to-end project capabilities.
- Conducted independent research, data processing, and model evaluation as the sole developer on the project.

Educational Video: The Impact of Deforestation   Dec 2024
Final Exam Project, Visual Motion Graphics Course

- Translated complex data and concepts about deforestation into a 1.5-minute animated educational video.
- Integrated and animated digital assets using After Effects, Illustrator, Photoshop, and Figma to build a cohesive narrative.

Motion Graphic: 'Night Dancer' Song Visualization   Oct 2024
Midterm Exam Project, Visual Motion Graphics Course

- Conceptualized an artistic motion graphic that synchronizes song lyrics and rhythm with dynamic visual animations.
- Showcased storytelling skills by compositing visual elements and timing animations to the music's mood and tempo.

Shopee App UI/UX Redesign   Mar 2024 – Jun 2024
Final Exam Project, UI/UX Design Course

- Led the UI/UX design in a group project, responsible for redesigning key user flows and interfaces.
- Created wireframes and interactive high-fidelity prototypes using Figma to simplify the navigation process.
- Applied user-centered design principles to enhance user experience, which received positive validation from the course lecturer.

TECHNICAL SKILLS

UI/UX Design: Figma (Wireframing, Prototyping, Design Systems), Adobe Photoshop, Adobe Illustrator
Motion Graphics: Adobe After Effects
AI & Machine Learning: Natural Language Processing (NLP), Classification Models (BERT)
Web Development: JavaScript, TypeScript, Next.js, React.js, HTML, CSS, Tailwind CSS
Languages: Indonesian (Native), English (Proficient)