RICHARD GIANSANTO

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Kota Tangerang, Banten, Indonesia

Informatics student at Universitas Multimedia Nusantara with a strong interest in web development and AI/ML. Experienced building Android apps using Kotlin and Android Architecture Components, and web-based chatbot/AI integrations with Node.js, Express, JavaScript, HTML/CSS, and the Google Gemini API; currently seeking internship opportunities in Web Developer or AI.

Education Level

Universitas Multimedia Nusantara   Aug 2023 - Aug 2027 (Expected)
Undergraduated Student in Informatics 3.92/4.00

SMA Strada Santo Thomas Aquino   Jul 2020 - Jun 2023
High School Diploma

Experiences

data windowing, text preprocessing, and automatic labeling | Machine Learning Project
Israel–Palestine Sentiment Analysis (Reddit 2024–2025)

- *Implemented a chunk-based data windowing pipeline to stream a large Reddit comments dataset on the Israel–Palestine conflict, filter only days 1–10 of each month, and split it into per-year subsets for 2024 and 2025.*
- *Built a social-media text preprocessing workflow (URL/HTML removal, normalization, tokenization, stopword removal, stemming) and engineered cleaned text features plus time-based metadata for each comment.*
- *Developed an automatic sentiment labeling notebook using TextBlob to convert polarity scores into multi-class sentiment labels (Positive, Negative, Neutral) for each comment.*
- *Produced cleaned and labeled datasets as standardized inputs for downstream classical and deep learning sentiment models maintained by a collaborator.*

First-Person Survival Horror Game | Game 3D Development Project
LeftAlone

- *Designed and implemented the core survival-horror loop: first-person exploration of an abandoned village at night, limited flashlight with battery management, collectible main items, a patrolling monster that reacts to light, and dual win conditions (survive the timer or complete all objectives).*
- *Built key gameplay systems: smooth FPS movement and camera, interaction system (E/F to pick up batteries and objectives), flashlight and battery drain/recharge logic, monster patrol and chase AI with flashlight stun and jumpscare death sequence, in-game HUD (timer, objective counter, battery indicator), main menu, how-to-play screen, pause menu, and multiple win/lose ending screens with fade transitions.*
- *Tools & stack: Unity (PC build, scene and UI setup), C# for gameplay scripting, and integrated audio for footsteps, ambient environment, monster SFX, and jumpscare stingers to reinforce the horror atmosphere.*

News Application on Mobile | Mobile Application Programming Project
News App

- *Focused on the reading experience by structuring the news feed and article detail screens, defining how headlines, timestamps, and content are presented in a clean, scrollable layout.*
- *Implemented the screen flow and interactions: wired list item clicks to open detail pages via intents, managed back navigation, and ensured the overall navigation feels natural.*
- *Bound parsed JSON data from the remote news API into the UI components so the feed and detail views update correctly whenever new articles are fetched.*
- *Added clear loading, empty, and error states, then tested on multiple emulators/devices to refine spacing, text hierarchy, and responsiveness across different screen sizes.*

Organisational Experience

Mister & Miss UMN 2025 - **Tangerang Selatan, Indonesia**   Mar 2025 - Present
Teasurer
Mister & Miss UMN is the campus ambassador program of Universitas Multimedia Nusantara, selecting student representatives who embody the university's values and are expected to create a positive impact within the campus community.

- Managed the committee's cash flow and overall event budget.
- Prepared budget plans and allocations for each division.
- Supported on-stage and backstage operations, including transitions between performances and activities.
- Produced periodic and final financial reports for the core committee.

Infinite 2024 - Tangerang Selatan, UMN   Aug 2024 - Nov 2024

Coordinator of Insurer

Infinite 2024 is the culminating event of the Informatics Program Introduction (PPIF) 2024, aimed at welcoming new Informatics students of UMN through an evening of togetherness featuring games, performances, and bonding sessions between students, lecturers, and alumni.

- Monitored participant flow and crowd conditions to maintain a safe event environment.
- Assisted with entry, exit, and movement of new students between venues.
- Ensured participants followed event guidelines and basic safety procedures.
- Coordinated with division leads when on-site issues or schedule changes occurred.

OMB UMN 2024 (Orientasi Mahasiswa Baru Universitas Multimedia Nusantara)   Dec 2023 - Jul 2024

Insurer Team Member

OMB UMN 2024 is the mandatory orientation program for new students of Universitas Multimedia Nusantara, held in August 2024 with a focus on welcoming them and instilling the university's core values.

- Assisted in preparing the event rundown, technical needs, and logistics.
- Coordinated with committee members to keep events and performances on schedule.
- Helped manage participant and audience flow from registration to closing.

Certifications

AI & MACHINE LEARNING

- AI Productivity and AI API Integration for Developers | Hacktiv8 Indonesia (Maju Bareng AI), Oct 2025
- AI Made Simple: Learn, Apply, and Use Responsibly | Bitslab Academy, Sep 2025

SELF LEARNING

- Python Intermediate | Sololearn, Apr 2025

Skills

- **Hard Skills**: Java, C, C#, JavaScript, Kotlin, SQL, Node.Js, Jupyter Notebook, VS Code, Android Studio, Unity, MySQL, Git & Github
- **Soft Skills**: Problem Solving, Analytical Thinking, Teamwork & Collaboration, Communication, Time Management, Adaptability, Responsibility, Continuous Learning

Language

- Indonesian - Native
- English - Fluent