ADAM HAIDAR AZIZI

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Adam is currently a college student Informatics at ITS Surabaya. With skills in programming focused on data and machine learning, he has a passion for technology and is result-oriented. Adam is particularly interested in deep learning neural networks.

Work Experiences

ITS - **Surabaya** Aug 2023 - Dec 2023

Teaching Assistant OOP (Regular)

- Supported students in mastering core OOP concepts such as classes, objects, inheritance, polymorphism, and encapsulation.
- Utilized GitHub Classroom to distribute assignments, track student progress, and collect submissions.
- Offered assistance during off hours, helped debug code, discussed past student assignments, and clarified OOP concepts to enhance student understanding.

ITS Aug 2023 - Dec 2023

Teaching Assistant OOP (IUP)

- Assisted in designing and creating quizzes to evaluate students' understanding of OOP concepts.
- Provided technical assistance to students, addressing their queries and helping them navigate the quiz workflow.
- Helped students grasp complex OOP concepts.
- Corrected and graded quizzes, offering constructive feedback to enhance learning outcomes.

ITS Feb 2024 - Present

Teaching Assistant of DAA

- Assisted in designing and creating quizzes to evaluate students' understanding of algorithmic concepts and problem-solving techniques.
- Helped students grasp complex concepts in algorithm design and analysis.
- Corrected and graded quizzes, offering constructive feedback to enhance learning outcomes.
- Facilitated learning and communication in English, ensuring all instructional materials and interactions were accessible to an international student body.

Pendidikan

Institut Teknologi Sepuluh Nopember - **Surabaya, Indonesia** Aug 2021 - Aug 2025 (Expected)

Bachelor Degree in Informatics, 3.67/4.00

- Participated in the 2024 Bangkit Batch 6 Machine Learning program from the MSIB Program.

Pengalaman Organisasi

Schematics - **Jakarta** May 2022 - Dec 2022

Staff of 3DE Video Division

- Provided creative input and direction to deliver compelling visuals that resonated with our identity.Produced promotional videos and aftermovies to capture the essence of the event

Schematics Feb 2023 - Nov 2023

Expert Staff of 3DE Video Division

- Worked collaboratively with the Design Division, Documentation Division, and other staff members to integrate video content seamlessly into the broader event planning and execution process.
- Provided guidance, assistance, and mentorship to team members, leveraging my expertise in video production and event promotion.

HMTC Mar 2023 - Dec 2023

Staff Of Medfo Division

- Created Promotional videos and aftermovies to capture the essence of the organization

Skills and Projects

- **Programming Language**: JavaScript, ReactJs, Laravel, NextJs, Tailwind CSS, PHP, Python, Tensorflow, Java
- **Soft Skills**: Fast Adaptability, Professionalism, Problem Solving, Teamwork
- **Tools**: Visual Studio Code, Xampp, Kaggle, Figma
- **Language**: Indonesia (Native), English (Professional)

- **BatikHub : Exploring the Wonders of Indonesian Batik** (2024): Developing BatikHub as my Capstone Project on Bangkit 2024 Batch 6, a mobile app using Kotlin and TensorFlow to recognize and educate users about Indonesian batik patterns. Implemented image classification with a Convolutional Neural Network, integrated backend services on Google Cloud, and created educational content to enhance cultural appreciation.
- **JanjiTemu** (2023): a web application designed to help users organize, find, and register for events and communities post-COVID-19 isolation. Built with Laravel and Bootstrap for the frontend and backend, utilizing PostgreSQL for database management. The platform features user authentication, event creation, group management, and a robust search functionality to connect users with events and communities of interest.
- **Sistem Pendeteksi Gerakan Tangan dengan Flex Sensor untuk Terjemahan Bahasa Isyarat Real-Time dan Kontrol Nada Instrumen Musik berbasis Microcontroller** (2023): a real-time hand gesture detection system using flex sensors and microcontrollers to translate sign language into text and control musical instrument tones. The project involved machine learning with a Random Forest Classifier, integration of various sensors including flex sensors, ultrasonic sensors, and a 9-axis gyroscope, and the implementation of a local web server for data output. This wearable technology aims to enhance communication for individuals using sign language and explore new musical interfaces.
- **Simple Aim Trainer Game** (2023): a game aim trainer to test and improve accuracy in FPS games. The objective is to achieve the highest hits and accuracy within a set time limit. The game offers five time options: 10 seconds, 30 seconds, 1 minute, 2 minutes, and unlimited, along with three difficulty levels: Easy, Medium, and Hard, which vary based on the closing speed of the target circles. Players have 3 lives, which decrease if a circle fully closes. Features include fullscreen mode for enhanced focus. Created using JavaScript.
- **Simple Used Bookstore** (2023): a sample application using ASP.NET Core 6.0, demonstrating a monolithic n-tier architecture with an MVC front end and a Microsoft SQL Server backend. The application features a customer portal for book searching, shopping cart functionality, check-out process, and book resale, as well as an administration portal for inventory management and order processing. Currently in the process of "lift and shift" migration to AWS with plans for further modernization, including database updates and refactoring to microservices. Frequently used skills and programming languages include C#, Python for machine learning integration, SQL for database management, and JavaScript for front-end development.
- **Analysis Project on Bike Sharing Dataset** (2024): Conducted comprehensive analysis on Bike Sharing Dataset, exploring rental patterns and factors influencing bike rentals. Utilized Python for data preprocessing, exploratory data analysis, and visualization, unveiling insights on weather impact, seasonal trends, and user behaviors. Presented findings through visually compelling plots, facilitating data-driven decision-making for optimizing bike rental services.