

HASBY FAHRUDIN

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Education

Institut Teknologi Sepuluh Nopember

Bachelor Degree (2015-2019)
Electrical Engineer
Computer and Electronics

Interest

- Computer Vision
- Artificial Intelligence
- Embedded System
- Software Development
- Augmented Reality

Contacts

📍 Surabaya, East Java, Indonesia

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Experiences

Software Test Engineer (2019-Present) at IDEMIA LABS

Ensuring IDEMIA Labs product performing properly while develop supporting tools.

Electronics Laboratory Assistant (2017-2019) at Institut Teknologi Sepuluh Nopember

Facilitate other student to do their practice courses and involved on professor project.

GKS ASEAN 2018 Participant

Selected student from reputable university in South East Asia given a chance to study engineer in Korea for a month.

Semifinalist in GERAKAN 1000 START UP DIGITAL 2016

Movement that supported by Ministry of Communications and Informatics of Indonesia to develop ecosystem of technology in Indonesia.

Skills

| | | | |
|-------------|-------------|-------------------|-------------|
| Programming | —————●————— | Scikit-learn | —————●————— |
| OpenCV | —————●————— | DL Framework | —————●————— |
| Database | —————●————— | Electronic Design | —————●————— |
| React | —————●————— | | |

Highlight Projects

Facial Expression Recognition for Visually Impaired Person Using Deep Learning on Portable Device

Portable device to help visually impaired person recognize people facial expression.

TREX AI

AI (based on reinforcement learning) that can play time-killer browser game, "dinosaur game".

DESKTOP NAVIGATOR WITH HAND MOTION

Navigating desktop with hand movement based object detection by color. This can be used to navigate through power point to make your presentation to be more interactive.