

# Benedictus Jason

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Third-year Computer Science undergraduate at Bina Nusantara University with a 3.95/4.00 GPA. Experienced in web development, IoT, and AI integration, with a strong interest in advancing AI applications and exploring their real-world impact

## EDUCATION

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### **BINUS UNIVERSITY**

**Sep 2023 – Sep 2027**

*Undergraduate Computer Science Student*

Cumulative GPA: 3.95/4.00

## ORGANIZATIONAL EXPERIENCES

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### **BINUS UNIVERSITY - UREEKA**

**Apr 2024 – Now**

*Member*

- Chosen as a member through a rigorous two-stage selection process, which included a technical problem-solving essay and a collaborative Focus Group Discussion (FGD).
- Completed intensive, coach-guided training in essential technology stacks, covering Frontend Development (React), Backend Development (Laravel), and UI/UX Design using Figma.
- Represented the organization in notable national technology competitions, such as GEMASTIK 2024 by Kemdikbud and the Bina Nusantara University x Microsoft AI Hackathon.

## EXPERIENCE & LEADERSHIP

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### **STUDENT MENTOR – BINUS MENTORSHIP**

**Semester 4, 2024 – 2025**

*Mentor*

- Selected through a competitive process to serve as a student mentor.
- Supported mentees by creating learning materials, delivering academic guidance, and conducting one-on-one mentoring.
- Awarded a scholarship in recognition of contributions to student success and peer development.

## PROJECTS

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### **RESEARCH – Comparative Analysis of Deep Learning Models for Edible Mushroom Image Classification**

**2025**

*Paper accepted at 2025 ICITCOM, IEEE*

- Led a research project comparing deep learning models for edible mushroom image classification.
- Directed core experimentation, ensuring fair benchmarking across multiple architectures.
- Curated and preprocessed the mushroom dataset to maintain consistency and reliability for training.
- Performed comprehensive model evaluations, generating insights that guided the study's conclusions.
- Managed the writing and submission process, resulting in acceptance at an IEEE conference.

## GLAMULUS – SMART GLASS PROTOTYPE

Jun – Jul 2025

*2nd Place, elevAlte Hackathon by Biji-Biji Initiative x Microsoft 2025*

- Designed and developed an IoT-based smart glass to assist the deaf community.
- Implemented real-time speech-to-text translation powered by Microsoft Azure Cloud Services.
- Established a seamless connection between the IoT device and the cloud-based translation system.
- Built the prototype hardware and developed the core system functionality.

## ACHIEVEMENTS

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- **2nd Place**, elevAlte Hackathon by Biji-Biji Initiative x Microsoft (2025)
- **Semifinalist**, AiSee – Smart AI Classroom Monitoring, Samsung Innovation Campus (SIC) Batch 6 (2025)
- **Scholarship Recipient**, BINUS Mentorship Program (2024)

## ADDITIONAL

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**Technical Skills:** React, Next.js, C, Java, MySQL, Firebase, Database Management, HTML, CSS, JavaScript, Python, PHP, Laravel, Figma, Microsoft Office, Google Suites, and Google Spreadsheets.

**Interpersonal Skills:** Communication, Leadership, Teamwork, Mentoring, Problem Solving, Time Management, Analytical Thinking, Relationship Management, Tech Savvy, Decision-Making, Empathy, Adaptability.

**Certifications:** Microsoft Certified: AI 900 Azure AI Fundamentals.

**Languages:** Indonesian (Native), English (Fluent)