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

BINUS UNIVERSITY   **Sep 2023 – Sep 2027**
Undergraduate Computer Science Student
Cumulative GPA: 3.95/4.00

ORGANIZATIONAL EXPERIENCES

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

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

RESEARCH – Comparative Analysis of Deep Learning Models for   **2025**
Edible Mushroom Image Classification
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, elevAIte 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

- **2nd Place,** elevAIte 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

Technical Skills: Machine Learning, Deep Learning, Computer Vision, Natural Language Processing (NLP), Model Deployment, Python, TensorFlow, PyTorch, Scikit-learn, React, Next.js, C, Java, MySQL, Firebase, Database Management, HTML, CSS, JavaScript, PHP, Laravel, Figma, Microsoft Office, Google Workspace, 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)