



FERDIYANTO

08986663607 | ferdiyanto@student.umn.ac.id | www.linkedin.com/in/ferdiyanto-68509b28a | https://ferdiyanto.vercel.app/

JL. LERENG INDAH PERUMAHAN TAMAN DHIKA CINERE BLOK D NO. 2, KEL. CINERE, KEC. CINERE

Mahasiswa Informatika yang dinamis dengan keahlian terbukti di tiga pilar teknologi modern. Berpengalaman praktis membangun proyek end-to-end, mulai dari solusi Machine Learning (Python), aplikasi Web (Laravel), 3D Game Unity (C#) hingga aplikasi Mobile (Kotlin).

Work Experiences

Universitas Multimedia Nusantara

Sep 2025 - Nov 2025

Mobile Application Developer (Project-Based)

Proyek akademik Kelompok untuk merancang dan membangun aplikasi Android native menggunakan Kotlin, Room Database, dan arsitektur MVVM.

- Designed and implemented 4 core features: transaction tracking (income/expense), categorization, date-range filtering, and PDF/CSV report generation.
- Implemented a local Room Persistence Library database to ensure all data was accessible offline and data entry was instantaneous.
- Built a responsive UI with the MVVM (Model-View-ViewModel) architecture, simplifying the financial tracking process for users.
- Independently managed the project's entire source code and version control using Git.

Universitas Multimedia Nusantara

Sep 2025 - Nov 2025

Machine Learning Researcher (Project-Based)

Proyek riset akademik yang berfokus pada Natural Language Processing (NLP) untuk mengklasifikasi dan mendeteksi ulasan produk yang palsu atau bersifat spam.

- Preprocessed and engineered features for a 40,000+ text review dataset using Python, Pandas, and Scikit-learn.
- Trained and evaluated multiple classification models to find the best-performing model.
- Achieved an accuracy of 92% in distinguishing genuine reviews from fake reviews on the holdout test set.
- Analyzed key text features (sentiment, length, keywords) that were most predictive of a review's authenticity.

Education Level

Universitas Multimedia Nusantara

Aug 2023 - May 2027 (Expected)

Bachelor of Informatics, 3.42/4.00

Organisational Experience

ISFEST UMN - Universitas Multimedia Nusantara

Mar 2025 - Nov 2025

Media Partner Committee

ISFEST (Information System Festival) is the largest annual event hosted by the HIMSI UMN (Information Systems Student Association) featuring talk shows, competitions, and innovation showcases.

PPIF UMN 2025 - Universitas Multimedia Nusantara

Jan 2025 - Aug 2025

Equipment Committee

PPIF (Perkenalan Prodi Informatika) is the official and mandatory orientation program for all new Informatics students at UMN, designed to introduce the curriculum, facilities, and faculty.

ARKASA UMN 2024 - Universitas Multimedia Nusantara

Jan 2024 - Feb 2025

Media Partner Committee

ARKASA (Festival Budaya Nusantara) is a university-level cultural festival celebrating Indonesian heritage and diversity, with the 2024 theme "Menjaga Kekayaan Nusantara" (Preserving the Nation's Wealth).

Skills, Achievements & Other Experience

- **Achievements** (2025): Awarded a Certificate of Achievement for participation in the "Joint International Workshop and Competition 2025 on AI & Game", an international event held in August 2025