

Jonathan Andika Wibowo

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EDUCATION

City University of Hong Kong

2020-Present

- BSc in Computer Science (CGPA: 3.75)
- Top Scholarship Recipient
- Dean's List 2020/2021
- Relevant Courses
 - Computer Programming
 - Fundamentals of Internet Applications Development
 - IT Professional and Society
 - Introduction to Computational Probability Modeling

Santa Laurensia High School (Science Stream)

July 2014-June 2020

PROJECTS

Theater Website

- Creating a theater website by implementing HTML, CSS, JavaScript
- Features Included: Trailers, Cinema and Seat Booking, Ticket Printing, JSON data input

Hand Gesture Volume Control

- Implementing Mediapipe detection model to detect hand gesture
- Developing an algorithm to control volume using a hand gesture

Movie Recommender System Model

- Developing a movie recommender system by applying a k-nearest neighbors' algorithm
- Giving an accurate personal movie recommendation for users based on previously given ratings for different movies

Image Classification System

- Classifying fashion items into 9 class by implementing deep learning model from TensorFlow Keras
- Constructing accurate classification by applying multiple layers of artificial neural networks with sparse categorical accuracy up to 96%

Spam Email Classifier

- Evaluating spam keywords as a strong indication of spam email using vectorization method
- Performing Multinomial Naïve Bayes Model to distinguish spam and non-spam SMS with 97.9% test accuracy

Ad Click Through Prediction Model

- Classifying whether a user clicks on an advertisement by analyzing daily time spent on the site, daily internet usage and age
- Constructing a precise decision boundary by applying logistic regression with test accuracy up to 95.6%

LEADERSHIP EXPERIENCE

Head of Soccer Competition

2019

- Managing 40+ members to maintain game fairness, participant engagement, and the event's sustainability by dividing and delegating tasks to the team members
- Engaging with around 200 participants from different schools

Head of Scientific Research Competition

2018

- Held a scientific research competition that focuses on life science, applied technology, and social science
- Manage to invite 120+ participants from various school around Jakarta

Head of Soccer Competition

2016

- Managing logistics, team division, match schedule, and maintaining time constraints by dividing the task appropriately.

VOLUNTEER EXPERIENCE

Community Services

2019-2020

- A total of 121 hours of community service held in church, orphanage, village, etc
- PIC for teaching people in rural areas handicraft skills.
- Met with more than 100 peoples from different communities and help the one in needs.

ASEAN-China Youth Cultural Exchange

2016

- Indonesia's delegation in ASEAN-China Youth Cultural Exchange held in Xi'an China
- Performing Indonesian traditional dance in front of ASEAN and China representative
- Communicating with other delegations about each other traditions and maintaining a good connection between countries.

TECHNICAL SKILLS

IT Skills

- HTML
- CSS
- JavaScript
- C#
- C++
- VBA
- Python
 - Including Pandas, NumPy, Scikit, Seaborn, Matplotlib, TensorFlow
- Web scraping

Design Software

- AutoCAD
- 3DS Max
- Photoshop

Language

- English (Fluent, TOEFL IBT Score: 95)
- Indonesian (Native)