STANLEY PRATAMA TEGUH

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ABOUT ME

Undergraduate Computer Science student at Binus University and aspiring AI and Software Engineer with interests in Artificial Intelligence, Machine Learning, Deep Learning, NLP, and applied research. Currently part of the Apple Developer Academy Cohort 2026, focusing on building user-centered solutions within Apple's ecosystem. Experienced in academic leadership, teaching assistance, and AI research, with a strong passion for developing impactful and socially responsible technology.

EDUCATION

Binus University – Computer Science   *2023 – 2027*
SMAS K Kolese Santo Yusup – Mathematics and Natural Sciences   *2020 – 2023*

PROFESSIONAL EXPERIENCE

Research Assistant   *2024 – Present*
Bina Nusantara University

- Contributed to 5+ AI research projects (Sentiment Analysis, Building Damage Detection, and Alzheimer's Disease Detection, and more) involving datasets of 100,000+ samples
- Conducted data preprocessing, model training, and evaluation to optimize machine learning and deep learning performance
- Independently led an AI research project on Decision Tree optimization, which was accepted for publication at ICCSCI 2025
- Designed and executed experiments to validate models, achieving measurable improvements in predictive accuracy

Teaching Assistant   *2024 – 2025*
Bina Nusantara University

- Collaborated with fellow Teaching Assistants to prepare and conduct engaging lesson sessions
- Assisted 70+ students in coding assignments, debugging, and coursework, improving overall programming proficiency
- Co-taught 13 lesson sessions across 3 classes together with fellow Teaching Assistants, delivering structured and engaging instruction
- Provided constructive feedback on student projects to enhance skill development and problem-solving abilities
- Managed the computer laboratory to ensure a 100% functional learning environment during practical sessions

ORGANIZATIONAL LEADERSHIP

Learning and Training Division Manager & C Programming Trainer   *2024 – 2025*
Bina Nusantara Computer Club

- Oversaw and managed 191 members across 5 technical classes (UI/UX Design, Frontend, Backend, C, and Java), a 260% increase in participation compared to last year (53 members, 2 classes)
- Implemented a new curriculum that resulted in 92 members completing certification, a 410% improvement from last year's 18 certified participants
- Supervised 6 trainers, 5 staff, and 13 activists, ensuring smooth operations and 97% on-time delivery of all sessions
- Designed and delivered C programming courses aligned with the newly developed curriculum, marking the first C class in BNCC Malang
- Taught 21 members through structured lessons and hands-on coding sessions, achieving a 38% certification success rate, which is 5% higher than the BNCC-wide average for C Programming classes
- Mentored students in problem-solving and debugging, improving their coding confidence and practical skills
- Developed growth strategies that expanded the division's impact and enhanced member career readiness in the tech industry through training and workshops such as LnT GitReady and LnT Incubator

First Commission Manager (Academic Events & Responsi Division)   *2024 – 2025*
Himpunan Mahasiswa Teknik Informatika Binus University

- Managed a team of 20+ activists to plan, execute, and evaluate academic events and initiatives

- Designed and delivered 5 major work programs, including company visits, a bootcamp, community service, and Digifest — the largest HIMTI Binus Malang event

- Managed 9 trainers across 5 classes (Discrete Mathematics, Linear Algebra, Program Design Methods, Algorithm & Programming, Basic Statistics) in the odd semester, and 6 trainers across 4 classes (Data Structure, Calculus, Scientific Computing, Human-Computer Interaction) in the even semester

- Designed and implemented the first-ever curriculum for the Responsi Program, establishing it as a pioneering academic support initiative for students

- Coordinated class operations and schedules to accommodate 100+ first-year members, ensuring smooth flow and availability

- Acted as the primary communication hub between students, trainers, and faculty, improving efficiency and responsiveness

- Developed and published event registration websites, streamlining sign-ups and data tracking

- Boosted student pass rates by 8% through structured mentoring and optimized scheduling

- Averaged 50+ participants per event, strengthening student engagement and academic growth

VOLUNTEER EXPERIENCE

Website Developer Team Leader – *Pioneer*

- Led a team of 10 developers in the design, development, and deployment of a community tourism village website using the RAD SDLC methodology

- Contributed to an 8% increase in village tourism, supported by improved online visibility

- Achieved 95% positive feedback from community members for the project's effectiveness and sustainability

Team Leader – *Teach For Indonesia Campaign*

- Led a team to design and deliver an educational presentation on "AI vs. Corruption" as part of a community outreach program

- Taught and mentored 15 orphanage students, introducing them to AI concepts and ethical governance

- Fostered awareness and dialogue on the importance of technology in building transparency and accountability

TECHNICAL SKILLS

Programming & Development: C, Java, Python, Frontend & Backend Development, UI/UX Design
AI & Data Science: Machine Learning, Deep Learning, Sentiment Analysis, Computer Vision
Web Development: Website design, deployment, and maintenance (RAD SDLC, community projects)
Curriculum Development: Designed and implemented 5+ academic curricula, resulting in improved student outcomes and certification success

LEADERSHIP & MANAGEMENT

Team Management: Supervised teams of 20+ activists, 15+ trainers, and staff across organizations and projects
Project Management: Played a key role in the planning and execution of 10+ academic and community programs (workshops, competitions, bootcamps) for 50-300 participants
Teaching & Mentoring: Co-taught and trained 100+ students in programming and tech skills, with improved certification and pass rates
Communication & Public Speaking: Presented to diverse audiences through workshops, training sessions, and community outreach programs engaging over 100 learners

CERTIFICATIONS

Belajar Dasar Data Science – Dicoding Indonesia [View Credential]
Building LLM Applications With Prompt Engineering – NVIDIA [View Credential]
Data Classification and Summarization Using IBM Granite – IBM [View Credential]
Fundamental of Deep Learning – NVIDIA [View Credential]
Teaching Assistant – Bina Nusantara University [View Credential]
C Trainer Certificate – Bina Nusantara Computer Club [View Credential]