

# Umar Faiz Rahman

+62 822-2122-4172 | umarfr.network@gmail.com | [Linkedin](#) | <https://github.com>

## ABOUT

Aspiring product & project manager, and software development. Currently pursuing Information Systems at the Faculty of Computer Science, University of Indonesia, to create impactful technology projects.

## EDUCATION

- **MAN Insan Cendekia Batam** 2022 - 2025  
GPA: 92/100
- **Universitas Indonesia** 2025 - Present  
Bachelor of Computer, Information Systems, Faculty of Computer Science

## AWARDS

- 2nd Winner Samsung Solve for Tomorrow 2024 - Senior High School Category
- JMUN 2023 (Jakarta International Model United Nations) Luxembourg Republic Delegation to the World Bank Council International Level.
- Honorable Mention STEM Young Researcher Pesta Sains Nasional IPB University 2024
- Participant, National Science Olympiad in Informatics (OSN-P) – Senior High School Level, 2024
- Participant, National Science Olympiad in Informatics (OSN-K) – Senior High School Level, 2023
- Outstanding Participant in P5 – Engineering and Technology Theme, with a sub-theme in Game Programming at Infinite Learning Batam 2024

## PROJECTS

- Dione AI Web Prototype** | Design Thinking, Python, Arduino, Flask, HTML/CSS, JS, Figma, Postman 2024 - 2025
- Dione AI Web Esp32-cam – AI-Powered Learning System  
As the project lead, I developed Dione AI website, an integrated education platform combining GPT-4 API and Arduino-based IoT. The system features automatic attendance through automated facial recognition attendance Esp-to-Web-to-Google Spreadsheet, voice-command device control, real-time classroom monitoring, and AI-powered summarization for efficient learning. Our prototype achieved a 95% SUS score, reflecting high usability and strong potential to transform digital education in Batam City. Dione AI is designed not only as a tech innovation, but also as a social impact project, empowering teachers and students in madrasahs and public schools to adopt future-ready learning solutions.

## EXPERIENCES

- Back-End Web Development School of BEM Fasilkom UI** 2025 - Present
- PEKAN RISTEK Project Management Class Member, Fasilkom UI** 2025 - Present
- Chess Club Member, University of Indonesia** 2025 - Present
- Student Council (OSIS), MAN Insan Cendekia Batam** 2023 - 2024  
Department of Research and Development – Member
- Assisted in planning and evaluating student programs and initiatives.
  - “Tutor Sebaya” Head Divisor programme
  - Collaborated with team members to support research and innovation activities.
- Rising Star Student Game Development Bootcamp@Infinite Learning** 2024 - 2024
- Made 3D Game “John Lemon Escape”

**“Participant” in the Workshop on IoT-Based Data Acquisition Department of Electrical Engineering@PolytechBatam**

*2024 - 2024*

**Student Council (OSIS), SMPIT Cahaya Islam**

*2020 - 2021*

Student Council Executive Board — Secretary

- Managed administrative tasks, including meeting notes and official documentation.
- Coordinated communication between the executive board and student members.
- Supported the organization of school events and student activities.

**SKILLS**

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- **Type of skill:** C++, C, C#, Python, Java Script, HTML/CSS, Django, Django Rest, Prototyping, Arduino, Flask, Git, Machine Learning, Basic, Excel, PowerPoint, Word, Figma, Canva, Communication, Leadership, Team Work, Problem Solving, Time Study.
- **Certifications, Training, and Language Proficiency:** CEFR (IELTS), Design Thinking (Dibimbing.id in Collab with Samsung Solve for Tomorrow), Python (Fasilkom UI).