

# Osel Citta Chen

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## EDUCATION

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**Binus University** | GPA: 3.75/4.00

*Bachelor of Arts in Computer Science*

Jakarta, Indonesia

Sep. 2023 – present

## EXPERIENCE

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**Binus Game Development (BGDC) Club Committee**

February 2024 – present

- *BGDC Company Visit Publication & Documentation Coordinator*  
Managed event communications and documentation to ensure impactful outreach of company visit at Agate. Coordinated the creation and distribution of promotional content.
- *BGDC Community Development Member*  
Contributed to the growth of the BGDC community by organizing gatherings, fostering member engagement, and ensuring a supportive environment for the community.

**Binus Badminton Club Committee**

January 2024 – January 2025

- *Binus Badminton Club Sponsor Division Member*  
Sold snacks, drinks, and merch at campus to raise funds for our organization.
- *Binus Badminton Cup (BBC) Committee*  
A badminton tournament event that we organized. I communicated with companies to secure sponsorships for Binus Badminton Cup.

**Bina Nusantara Computer Club (BNCC) Bootcamp Student**

June 2025 - July 2025

- Studied UI/UX and Back End Development from the BNCC Classes.

**Binus Chess Club (BCC) Committee**

March 2025 – present

- *BCC Marketing Division Member*  
I helped with making social media content for BCC marketing.

**Binus First Year Program B29 Freshmen Leader**

August 2025

- Served as a companion, mentor, and facilitator for freshmen during the Binus First Year Program (FYP).

**Bimbingan Belajar (Bimbel) Matematika SMP Volunteer**

October - November 2024

- Taught mathematics to 7 grade students at Binus Kijang Campus.

## PROJECTS

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**Water Quality App (Waqu)** | *React Native, Typescript, Javascript, Node.js*

An app that allows you to view water quality levels of nearby rivers, lakes, and other water resources on an interactive GPS map. You can also scan the water to check the quality using your smartphone camera and our AI-powered prediction model. Built with React Native for cross-platform accessibility, this app was designed to address real-world water quality challenges faced by communities and travelers alike. The prototype was built for a group project.

**Asphalt 9 Regends Website Prototype** | *HTML, CSS, Javascript*

This is a website prototype that showcases a made up game called "Asphalt 9 Regends", which is a parody of the popular mobile racing game Asphalt 9 Legends. The project was built using HTML, CSS, and Javascript. The prototype was developed all by myself as an individual project for my lab class. I've built the front-end using HTML, customized the styling using CSS, and added Sign Up/Log in validation using Javascript.

**Book Database System** | *Laravel, HTML, PHP, Blade*

A website prototype that contains a book database made with Laravel Framework. I mainly used PHP as a programming language for the back end. I created the database using XAMPP and MySQL. I built this project from bootcamp training.

**Furniture App Figma Prototype** | *Figma*

A Figma prototype of a Furniture app called “Furnish” where you can order furniture online, similar to Ikea and Ace Hardware. There is also a wishlist and transaction status menu. I made this prototype as a personal UI/UX project.

#### **Movie Recommendation System and Review Prediction | *Python***

A Python program that allows you to get sentiment classification of movie reviews and receive movie recommendations using Multinomial Naive Bayes model.

#### **Employee Registry Program | *Java, Eclipse***

A program built with Java programming language that allows you to register Employee data. You can also view the list of registered employees and resign them. This project was built as an individual assignment in Object Oriented Programming (OOP) class.

### TECHNICAL SKILLS

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**Languages:** C/C++, Python, Java, HTML, CSS, Javascript, PHP, SQL

**Web Development:** HTML, CSS, Javascript, PHP

**Mobile App Development:** React Native

**UI/UX:** Figma

**Frameworks:** Laravel, React Native, Node.js,

**Developer Tools:** Git, Github, Postman, Visual Studio Code, Eclipse, Dev C++, XAMPP, Pycharm

**Libraries:** tensorflow/keras, seaborn, scikit-learn, NumPy, Matplotlib, pandas

**Learned Materials:** Algorithm & Programming, Data Structures, OOP, AI, Machine Learning

### CERTIFICATIONS

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#### **Certificates**

- *BNCC: UI/UX Class*
- *Fundamental of Machine Learning Fresh Graduate Academy Digital Talent Scholarship 2025*

### LANGUAGES

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Indonesian

English