

R Herick Fauzi Komara Kusumah

Tasikmalaya, Indonesia 46131 | [linkedin.com/in/herickfauzi](https://www.linkedin.com/in/herickfauzi) | +6285320442887 | r.herick.fkk@gmail.com

ABOUT

A graduate of Informatics Engineering from Universitas Siliwangi, I have a strong enthusiasm for data analysis and information technology. My expertise includes programming, database management, data visualization, and statistical analysis, reinforced by strong analytical and problem-solving skills. I am proficient in using tools such as Python, SQL, and Tableau to process and analyze data to support decision-making. I am motivated to continuously develop my skills in the data field and ready to contribute significantly in a dynamic work environment.

PENDIDIKAN

SILIWANGI UNIVERSITY	2020 - 2025
<i>Bachelor of Engineering, Informatics</i>	3.59/4.00

PENGALAMAN

HOUSE OF REPRESENTATIVES OF THE REPUBLIC OF INDONESIA (DPR RI)	Jakarta, Indonesia
IT Programmer	<i>February 2024 – June 2024</i>

- Designed, coded, and tested applications according to user needs as part of the MSIB program.
- Resolved technical issues and optimized system performance to enhance software efficiency.
- Utilized programming languages such as Java, Python, and JavaScript and implemented industry frameworks.
- Applied efficient coding practices, software development lifecycle principles, and Agile methodology.
- Collaborated in team projects, enhancing communication and teamwork skills.
- Studied current trends and technologies in IT under experienced mentorship.

GENERASI BARU INDONESIA	Siliwangi University
Vice Chairman	<i>January 2023 – December 2023</i>

- Coordinated and supervised division activities and work programs.
- Assisted the chairman in executing organizational duties and responsibilities.
- Responsible to Bank Indonesia for program implementation during the management period.

Entrepreneurship Division Staff	<i>January 2022 – December 2022</i>
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- Participated in CBP Rupiah socialization and entrepreneurship activities organized by Bank Indonesia.
- Executed all work programs of the GenBI Entrepreneurship Division.

DEPARTMENT OF COMMUNICATION AND INFORMATION (DISKOMINFO)	Tasikmalaya, Indonesia
UI/UX Designer	<i>August 2023 – October 2023</i>

- Developed visually appealing and consistent user interface designs.
- Designed user-interface interactions.

BADAN PENGAWAS ORGANISASI HMIF	Tasikmalaya, Indonesia
Chief of Supervisory Commission	<i>January 2023 – December 2023</i>

- Led the supervisory commission and evaluated HMIF's organizational performance over the year.

INFORMATICS STUDENT ASSOCIATION	Tasikmalaya, Indonesia
Head of Strategy and Advocacy Division	<i>January 2022 – December 2022</i>

- Held internal discussions for informatics students to address relevant issues.
- Conveyed student aspirations to the department institution.

PROJECTS

UI/UX DESIGNER	
<i>SIMPAN SPBE of Tasikmalaya</i>	<i>August 2023</i>

- Led the design of a responsive and visually appealing UI prototype for a government website, ensuring an intuitive and satisfying user experience.
- Analyzed user needs through stakeholder and end-user discussions.
- Collaborated with developers to ensure consistent and efficient design implementation.

<i>Amanah Pet Shop</i>	<i>October 2022</i>
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- Designed the user interface for Amanah Pet Shop app using Figma.
- Created layout designs for home, menu, and transaction pages.

PROGRAMMER

Parliament Building Navigation Map

March 2024

- Developed an interactive navigation map application using Unity for the DPR RI environment.
- Designed and implemented location search and fastest route selection features.
- Integrated mapping logic and route search algorithms for efficient navigation.

Smart Waste Bank Information System

March 2023

- Developed a web-based waste management system integrating waste data and transactions to improve efficiency and effectiveness.

Village Website of Nagara Tengah

December 2022

- Led the design and development of a responsive and visually appealing website for Nagara Tengah Village.
- Structured information covering village profile, public services, news, and contact info accessible to the community.
- Built the website using HTML with a simple, fast, and user-friendly design approach.

Coffee Shop Management System

December 2022

- Developed an online self-service and management application.
- Delivered a functional and intuitive website allowing users to perform transactions more efficiently.

MACHINE LEARNING

Sentiment Analysis of DPR RI Social Media

June 2024

- Used Python for text preprocessing, sentiment analysis, and result visualization.
- Processed datasets from various social media platforms to gain data-driven insights into public opinion.
- Assessed public perception of DPR RI's performance and policies using text-based sentiment analysis.

License Plate Recognition System

May 2024

- Built a vehicle license plate detection and recognition system using Python for the DPR RI Secretariat General environment.
- Automatically detected and counted incoming vehicles via camera.
- Extracted and stored vehicle plate data for documentation and security purposes.

DPR RI Partner Dataset Analysis

February 2024

- Analyzed partner datasets to support meetings and decision-making by DPR RI.
- Processed and visualized data using Tableau for clear and informative presentation.

Movie Recommendation System Using K-Nearest Neighbor

June 2023

- Led a movie recommendation project using KNN to determine the best-quality movies to watch.

Marine Fish Production Analysis in West Java Using K-Means

December 2022

- Led a group in analyzing marine fish production in West Java Province using the K-Means method.

PUBLICATIONS

Analisis Perbandingan Metode Think-Aloud, Evaluasi Heuristik dan Cognitive Walkthrough untuk Evaluasi Usability pada Aplikasi Simpeda

April 2024

JUSTIN (Jurnal Sistem dan Teknologi Informasi) Vol 12, No 2 (2024)

SKILLS

- Soft Skills: Public Speaking, Leadership, Team Work, Critical Thinking, Problem Solving, Creativity, Time Management, Adaptability.
- Technical Skills: Python, MySQL, Tableau, PHP, C, C++, CSS, HTML, Figma.

AWARDS

BANK INDONESIA SCHOLARSHIP

2022 – 2024