DIWAN RAMADHANI DWI PUTRA

diwanrdp6@gmail.com | +6281278437207 | Bandar Lampung | LinkedIn | GitHub: Ramaa-Devs

PROFILE

I am a fourth-semester undergraduate student in Informatics Engineering at Institut Teknologi Sumatera, currently focusing on data science and artificial intelligence. I have strong teaching and collaborative learning skills, especially within academic environments. I am passionate about exploring new knowledge, particularly in data-driven problem solving, and I actively seek opportunities to contribute as a teaching assistant to support lecturers and enhance the learning experience for others.

EDUCATION

Institute Technology of Sumatera   August 2023 – Present
4th Semester Undergraduate Student in Informatics Engineering
- **GPA:** 3.20 / 4.00

MAN 2 Bandar Lampung   July 2020 – May 2023
Mathematics and Natural Sciences Major
- **Final Grade:** 88.05

RELEVANT COURSEWORK

- Introduction to Computer and Software I and II	- Programming and Algorithms I and II	- Algorithm and Data Stuctures	- Object Oriented Programming
- Basic Mathematics I and II	- Probability and Statistics	- Discrete Mathematics	- Database

EXPERIENCE

Institute Technology of Sumatera

Practicum Assistant – Introduction to Computer and Software II   February 2025 – June 2025
- Assisted approximately 70 students in learning basic C++ programming.
- Guided students through concepts such as conditional statements, loops, nested loops, arrays, and matrices using arrays.
- Responsible for administering assignments, quizzes, grading, and conducting weekly 100-minute study sessions.

Practicum Assistant – Introduction to Computer and Software I   September 2024 – December 2024
- Assisted approximately 70 students in understanding computer history and fundamentals, Microsoft Excel, Word, and VBA Macros.
- Guided students through basic Excel formulas and statistical functions such as SUM, IF, AVERAGE, VLOOKUP, and more.
- Responsible for administering assignments, quizzes, grading, and conducting weekly 100-minute study sessions.

Tutorial Assistant – Basic Mathematics I   September 2024 – December 2024
- Guided approximately 70 first-year students in learning fundamental mathematics concepts in weekly 100-minute sessions.
- Responsible for facilitating weekly classes, administering quizzes, grading, and monitoring learning progress.

PROJECTS

AI Bot with Greedy Algorithm in Etimo Diamonds Game
Team Leader
- Developed 4 Python-based greedy algorithms to support the Bot's decision-making strategy.
- Built the main AI bot using a time-weighted greedy algorithm to optimize diamond collection within limited time.
- Integrated mathematical logic functions, time ratio, and risk analysis into each algorithm to determine the optimal moment to return to base.

- Contributed directly to coding and guided the overall algorithm development direction.

2D Platformer Game - Rise of Wizard
Team Member
- Developed a 2D platformer game using Python and Pygame.
- Applied Object-Oriented Programming (OOP) principles including encapsulation, abstraction, inheritance, and polymorphism.
- Structured the codebase for maintainability and scalability by separating logic into dedicated modules.
- Contributed directly to programming, UI/UX design, and graphic design.

SKILLS

Microsoft Office: Excel, Word, Powerpoint.
Programming Languanges: C++, Python, SQL.
Communication: Indonesia Languange (Active) and English.