

Stevanus Felixiano

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PROFILE

I am making progress toward getting a Bachelor's degree in Computer Science from Padjadjaran University. I am an energetic person, have high curiosity, and always try new things. I'm interested in Artificial Intelligence and Back-End Development.

EDUCATION

Padjadjaran University (UNPAD)
Bachelor of Informatics Engineering

- Cumulative GPA of 3.87/4.00
- Expected Date of Graduation: August 2026
- Relevant Modules:** Machine Learning, Robotics, Computer Graphics, Data Warehouse, Data Mining

Aug 2022 - Present

EXPERIENCE

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka
Machine Learning Cohort

- Selected as 1 of 4,636 participants from over 45,000 applicants across Indonesia for the prestigious Bangkit 2024 Batch 2 program, endorsed by the Ministry of Education, Culture, Research, and Technology (Kemdikbudristek).
- Developed a machine learning-based prototype as part of a cross-functional capstone project team, applying data preprocessing, model training, and evaluation techniques using Python and TensorFlow.
- Improved problem-solving, communication, and project management skills through agile team collaboration and regular mentorship with industry experts.

Sep 2024 - Dec 2024

PROJECTS

Isle Of Balance
Main Developer

- Developed a VR game focused on ecological balance and environmental education, using Unity and C# for core gameplay and interaction logic.
- Implemented responsive environmental triggers and XR interactions to support immersive experiences for children and first-time VR users.
- Collaborated in a team of four with distinct roles, contributing primarily to game logic; the project supports SDG 15 – Life on Land by raising awareness on biodiversity and conservation.

Apr 2025 - Jun 2025

NoteBoost
Back-End Developer

- Developed and maintained backend APIs for NoteBoost, an online educational platform that personalizes note-taking features based on user grade level and subject matter.
- Implemented secure authentication systems and integrated AI-powered functionality using the Gemini API to enhance user experience and content relevance.
- Collaborated closely with the frontend team to ensure seamless integration and efficient data flow between the backend and frontend components of the application.

Feb 2025 - Jun 2025

FishGuard - Bangkit Capstone Project
Machine Learning Engineer

- Developed and trained computer vision models for accurate detection and classification of fish species to support marine biodiversity conservation efforts.
- Collaborated with the Cloud Computing team to develop and optimize RESTful APIs, enabling efficient data storage, retrieval, and interaction between the machine learning models and cloud infrastructure.
- Collaborated in a cross-functional team to ensure seamless deployment of ML models into a user-friendly mobile application, enhancing user experience in fish identification.

Oct 2024 - Dec 2024

Trash Bin Robot (Computer Vision)

Sep 2024 - Dec 2024

Main Developer

- Designed and built an autonomous trash bin robot utilizing Mediapipe version 5 for human hand gesture recognition through pose estimation, enhancing human-robot interaction capabilities.
- Implemented computer vision algorithms to detect user gestures, enabling the robot to approach the user, open the lid automatically, and close it after waste disposal without manual intervention.
- Integrated Arduino-based hardware control and motion systems to ensure smooth navigation and responsive movements in line with detected human gestures.

The Weeknd Website

Aug 2023 - Dec 2023

Main Developer

- Developed a dynamic and interactive website dedicated to The Weeknd using CodeIgniter 4 as the backend framework, featuring music, albums, tour schedules, and news updates to engage visitors.
- Designed and implemented responsive front-end interfaces using HTML, CSS, and JavaScript to ensure compatibility across various devices and screen sizes.
- Utilized XAMPP for local development and MySQL for database management to enable efficient storage and retrieval of multimedia content and user data.

ORGANISATIONAL EXPERIENCE

Executive Board of Himatif FMIPA UNPAD

Jan 2023 - Dec 2023

Staff of Cadre Department

- Together with the team creating a cadre concept for young Himatif members.
- Participated in the optimization of the regeneration process for Himatif members.
- Categorize the potential of Himatif members by grouping them according to their scientific fields, organizational involvement, and talent interests.

SKILLS & LANGUAGES

Programming: Python, Data Analytics, C#, C++, TensorFlow, HTML, CSS, JavaScript, PHP, Excel, Robotics, Google Cloud Platform

Languages: English (Proficient), Bahasa Indonesia (Native)