

Wilbert Winardi

Computer Science Undergraduate

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PROFILE

I am a passionate Computer Science student at BINUS University with interests in Artificial Intelligence, Web Development, and Data Analytics. I combine technical expertise in C++, Java, Python, and AI frameworks with creative problem-solving to build impactful and efficient projects. I also enjoy playing badminton and listening to music, which help me stay balanced and focused. I am fluent in English, Mandarin, and Bahasa Indonesia, and actively take part in leadership and communication roles through various campus organizations, continuously improving my teamwork and coordination skills.

EDUCATION

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|---|-------------|
| • Bachelor of Computer Science | 2023 – 2027 |
| <i>BINUS University, Jakarta, Indonesia</i> | GPA: 3.83 |
| • Natural Science | 2020 – 2023 |
| <i>SMA Methodist, Jakarta, Indonesia</i> | |

Relevant Coursework: Algorithm and Programming, Data Structures, Software Engineering, Database Technology, Artificial Intelligence, Machine Learning, Deep Learning, Embedded Systems, Operating Systems

WORK EXPERIENCE

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|---|-----------------------|
| Video Content Creator - Abang Game | July - September 2024 |
| • Produce and edit gaming video content for online platforms. | |
| • Collaborate with the team to ensure publishing quality. | |
| • Successfully produced video content that reached over thousand views just a few days after publication. | |

ACTIVITIES

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|--|-------------------------|
| BINUS Mandarin Club (BNMC) Education & Learning Staff | February 2024 - Present |
| • Staff of Facilities, Equipment, Safety, and Transportation for BNMC 25th Birthday Celebration, BNMC Seminar, and BNMC Expo 2025 | |
| ◦ Ensured smooth and orderly flow of events | |
| ◦ Handled the borrowing and setup of necessary equipment and venue facilities | |
| • Staff of Registration & Seeker for National Mandarin Competition 2025 | |
| ◦ Compiled and maintained contact lists of schools, universities, and organizations across regions. | |
| ◦ Led outreach and communication efforts to approach institutions that successfully attracted 180 contestants. | |
| • Coordinator of Consumption, Registration, and Funding for BNMC Welcoming Party 2025 | |
| ◦ Successfully organized and distributed two batches of pre-orders, ensuring smooth and efficient delivery. | |
| ◦ Managed and coordinated consumption and registration needs for over 120 participants. | |

PROJECTS

Hand Sign Interpreter

2025

- My team designed an AI-powered Hand Sign Interpreter to bridge the communication gap between the deaf-mute community and the general public. We began by understanding the real-world challenge of limited accessibility to sign language and conducted interviews to capture user needs. Using MediaPipe for landmark detection and an LSTM deep learning model, we built a system capable of recognizing static gestures from the Indonesian Sign Language (SIBI) in real time with 97% accuracy. The project involved comprehensive steps including data collection, preprocessing, model training, and usability testing. This project is an assignment for the Software Engineering course in the fourth semester.

Real Time Weather Classification

2025

- My team, consisting of Wilbert, Clayton, and Evan, created a real-time weather prediction website using machine learning classification. First, we collected data from the OpenWeatherMap API. Second, we were able to select which features to use for training. Third, we trained using random forest or logistic regression. Finally, we can make predictions using manual prediction (manual data input) or real-time prediction using data from the OpenWeatherMap API. This project is an assignment for the Machine Learning course in the fourth semester. We developed the logic using Python and the interface using Streamlit.

CAteriNgz

2024

- Developed a responsive static website for a catering business, featuring an interactive food menu, customer testimonials, and a detailed company profile. Integrated a basic user registration system to enhance customer engagement. This project was completed as part of the Human-Computer Interaction course in the second semester, utilizing HTML5, CSS, and JavaScript to create a visually appealing and user-friendly interface. I also created the design for this website in Figma with different details.

Multi Floor Cisco Network Design

2024

- My team designed and implemented a structured network for BINUS Syahdan Campus using Cisco Packet Tracer to simulate real-world communication between multiple devices. We began by analyzing the problem of ensuring efficient data delivery across different subnets, then researched routing protocols and addressing schemes to create a scalable topology. The project involved configuring routers, switches, and IP addressing to establish reliable connectivity, followed by testing scenarios such as static routing and dynamic routing (RIP, OSPF). This project is an assignment for the Software Engineering course in the fourth semester.

TECHNICAL SKILLS

- Programming Languages: Java, C/C++, Python, HTML, CSS
- Database & Data Analytics: MySQL, Matplotlib, Seaborn, Pandas, NumPy
- AI/ML: Scikit-learn, TensorFlow, OpenCV, MediaPipe
- Tools: VSCode, Git, Github

LANGUAGES

- Bahasa Indonesia (Native)
- Mandarin (Fluent)
- English (Fluent)