

ABRAHAM PARDOMUAN NAIBORHU

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SUMMARY

I am an Information Technology student who produces, values, and supports inclusive learning, leadership, and entrepreneurship ideas. I am interested in Web Development, Android Development, and Machine Learning. I am a determined and optimistic person who is passionate about leadership, problem-solving, and elevating my communication skills.

EDUCATION

Bachelor of Science, Information Technology

PRESIDENT UNIVERSITY, 2020 – 2023, Cikarang, GPA: 3.95

International standard university with full English environment

- President University Scholarship Awardee
- Graduated with Magna Cum Laude
- Created an Android Application with deep learning for Thesis and got a score of 'A' (Title: Real Time Skin Lesion Classification with Deep Learning Integrated to Android Application).

EXPERIENCE

Professional Experience

PT. MATTEL INDONESIA, Nov 2022 – Now, Cikarang

Web Developer Intern

Mattel is a global toy company with a strong portfolio of iconic brands like Barbie and Hot Wheels. Mattel engages consumers through films, gaming, music, and live events. Mattel's products are sold in 150+ countries through leading retailers and ecommerce platforms.

- Building web application such as security system, parking system, and janitorial report system, using ASP.NET MVC C#
- Maintaining 11 existing projects including VMS, intranet, bus audit system, and so on with a variety of platforms (ASP.NET, VB.NET, Power automate, and PowerApps) to ensure smooth operations for the division.
- Handling field situations as part of the Mattel Global, demonstrating adaptability and problem-solving skills.
- Implementing clean code practices and continuous development, resulting in easy implementation, and streamlined workflows.

TANAMIN, May 2022 – December 2022

Co-Founder & Android Developer

Tanamin, a startup established in 2022 after successfully securing funding of IDR140 Million from Bangkit Academy. The venture is dedicated to assisting Indonesian farmers in identifying plant diseases effectively using Android Application.

- Engineered and developed a user-centric mobile application leveraging Kotlin, machine learning, and google cloud computing.
- Demonstrating a multifaceted role from conducting comprehensive market research to leading successful pitches
- Undertook administrative responsibilities to ensure smooth operations within the team.

Project Experience

WARTEGAPP (UI/UX), March 2022 – April 2022, Cikarang

WartegApp is a UX Case Study about a food ordering application in Jakarta that serves cheap and fast home-cooked meals for customers throughout Jakarta.

- Designed and conducted user research and created pain point, user persona, user story, user journey map, and problem statement.
- Created a prototype with goal statement, user flow, digital wireframe, mockup, accessibility, High-Fidelity Prototype, and Usability Study Plan

STORYAPP (Android Development), April 2022 – April 2022, Cikarang

An android application to share pictures and the picture's detail using API.

- Created the application with several features such as authentications, real time map, paging list 3, and story (that could display things from API taken using retrofit and send posts like Instagram)

MOVIE RECOMMENDATION SYSTEM (Machine Learning), November 2021 – December 2021, Cikarang

This is a movie recommendation system using **content-based filtering** with **cosine similarity** and **collaborative-based filtering** with **deep learning**.

- Created a report containing Project Overview, Business Understanding, Data Understanding, Data Preparation, Modeling and Result, and Evaluation.
- Created the model using content-based filtering with cosine similarity and collaborative-based filtering with deep learning.

Organizational Experience

AIESEC IN PRESIDENT UNIVERSITY, January 2020 – January 2021, Cikarang

An international, non-governmental, and non-for-profit organization entirely run by youth for youth that aims to achieve world peace and fulfillment of humankind's potential.

Staff of Out-Going Global Talent Division

- Responsible for Exchange Participant's document handling and product information delivery.
- Responsible for Quality and Standard Delivery for the Exchange Participant.
- Responsible for managing connections with other AIESEC's local committees outside of Indonesia.

GOOGLE DEVELOPER STUDENT CLUB IN PRESIDENT UNIVERSITY November 2021 – November 2021, Cikarang

GDSC(s) are university-based community groups for students interested in Google developer technologies. GDSC is a place for students to grow their knowledge in a peer-to-peer learning environment and build solutions for local businesses and their community

Staff Core Team (Event Organizer)

- Monitored and assisted monthly & weekly reports to the department head
- Became the Master of Ceremony for GDSC events
- Preparing event(s) concept, timeline, goals, and deliverables
- Running and supervising events

Event Experience

MR & MS PRESIDENT UNIVERSITY, January 2021 – April 2021

Mr. & Ms. President University is a beauty pageant held by president university student union in collaboration with the winners of the previous year's Mr. & Ms. President University.

Head of Liaison Officer

- Responsible of managing the team of five
- Responsible of operating Zoom meeting during the event
- Succeed in providing 3 juries for the event

CULTURAL FESTIVAL PRESIDENT UNIVERSITY, January 2021 – October 2021

Cultural Festival is a yearly event, in this case a webinar, that talks about cultures, diversity, and unity all over the world.

Head of Public Relation Internal

- Responsible for managing the team of five.
- Managing the internal party communication during the event, and Cultural Festival social media.
- Managing the Master of Ceremony

VIRTUAL INTERN TALK, February 2021 – May 2021

Virtual Intern talk is an online event held by AIESEC in President University for youth, media, companies, and institutions in Indonesia to communicate about topics regarding internships.

Head of Public Relations

- Responsible for managing the internal and external party's communication during the event.
- Responsible for answering all the questions regarding the event that are asked by participants, and engaging the participants before and during the event.

Training Experience

BANKIT ACADEMY (Android Learning Path Student), 14 February 2022 – 25 July 2022

Bangkit is offered as an approved Kampus Merdeka's Studi Independen Bersertifikat program supported by the ministry of Education and Culture of the Republic of Indonesia to help youths grow in-demand skills in tech and prepare them to take Google's certification.

MENTORKU BY LIVINGINTELKOM, 2 July 2021 – 20 August 2021

MentorKu by Livingintelkom is a mentoring program that aims to connect university students in Indonesia with professionals from Telkom Indonesia. Specifically, the mentoring topic is communication for one month.

INDONESIA YOUTH LEADERSHIP CONFERENCE, 18 April 2020 – 21 April 2020

A four-day youth leadership event held by AIESEC in Indonesia. The conference challenges the participants to create a shadow event with SDGs as its main concern, the conference also discusses SDGs, leadership, improving AIESEC job's execution, and soft-skills.

SKILLS

Android development with Kotlin • Machine Learning • Website Development (ASP.NET MVC, ReactJs, Tailwind, Bootstrap)

ACHIEVEMENTS

- Successfully ranked within the top 15 out of 433 groups, securing a substantial startup funding of 140 million.
- Graduate with Magna Cum Laude