

EXPERIENCE

Co-Founder & CTO	Neurafarm	Aug 2017 – Jan 2019
Co-Founder & CEO		Jan 2019 - Present
<ul style="list-style-type: none"> Developed a business plan, technical strategy, and product strategy for the company. Led software development and product management. In charge of discovering, evaluating, implementing, and maintaining new/existing systems and infrastructure. Advocated for innovative ideas and keeping up on competitive trends. 		
AI Engineer-NLP (Text), Part-time	Prosa.ai	Feb 2018 - Aug 2018
<ul style="list-style-type: none"> Developed a neural coreference resolution system. Developed a quotation extractor system from Indonesian News using rule based and deep learning with >90% of accuracy. 		
Software Engineer, Intern	Kata.ai	May 2017 - Aug 2017
<ul style="list-style-type: none"> Rebuilt Jemma, official Line Bot of Unilever Indonesia with 1.4+ million of users at the time from scratch within 2.5 months resulting in highly maintainable codebase. Redesigned Jemma for better user experience and better user retention. Implemented new features for better credentials gathering, and added knowledge for smarter answers. 		
Microsoft Student Partner	Microsoft Indonesia	Sept 2016 – Sept 2018
<ul style="list-style-type: none"> Demo the latest technologies from Microsoft, host events, and connect with other students and faculty to inspire them to create what's next. 		
Software Engineering Lab Assistant	Institut Teknologi Bandung	Sept 2016 – Oct 2018
<ul style="list-style-type: none"> Teaching assistant for several courses. e.g. Software Engineering Basics, Management of Software Engineering 		

EDUCATION

Bandung, West java	Institut Teknologi Bandung	Aug 2014 – Oct 2018
<ul style="list-style-type: none"> B.S. in Informatics/Computer Science. Advisor: Prof. Ayu Purwarianti. Bachelor's Thesis: Text to Single Object Image Synthesis by using Generative Adversarial Networks. an intersection of Computer Vision and Natural Language task. Make a computer to be able to understand what is in image by training it to generate images from mere text descriptions. It has a lot of practical application ranging from interactive computational graphic design, image fine-tuning, and perhaps even animation. Undergraduate Coursework: Artificial Intelligence, Machine Learning, NLP(Text and Speech), Image Interpretation and Processing, Development of Distributed Applications, Distributed and Parallel System; Operating Systems; Databases; Computer Architecture; Software Engineering; Algorithms Design; Algorithm and Data Structures. 		

TECHNICAL EXPERIENCE

Selected Projects

- Dr. Tania (2017 - Present).** A deep learning based **chatbot that could identify crop disease** through image recognition. She can tell the farmer about symptoms, and how to manage the disease correctly and effectively. Tania paving the way towards affordable data-driven and precision farming for farmers around the world so they can prevent losses and increase crop yields.
- Cynthia (2017).** An android application that utilizes the power of **visual search engine** which enables better product discovery and recommendation. The visual search engine was developed in-house by using Machine Learning.

- **Leptons (2017).** Inherently social **Personal Assistant** for LINE messenger; Able to find good places for hangout, suggests cool movies to checkout, order uber, and even traffic monitoring. All is accessible within conversation. Built using Python, Flask Microframework, API.ai, Google APIs, Bing APIs, Heroku, Azure, LINE Messaging API.
- **Budget Monitoring System (2016). Professional Project.** a web-based budget monitoring system that allows better business budget planning, control, tracking, and monitoring as well as enhancing accountability of costs and expenses in **PT. Pertamina Ulubelu Area** business activities.

ADDITIONAL EXPERIENCE AND AWARDS

- **ChangemakerxChange Hangzhou, China (2019),** selected as one of the Changemaker in Asia – Australia for attending Changemakerxchange summit in Hangzhou that brings together top social innovators. This was co-created by Ashoka and Robert Bosch Stiftung.
- **Top 10, Bandung Datathon (2019),** It is an innovation event about public data utilization, organized by Bandung City Government in collaboration with the City of Melbourne, Bloomberg Initiative for Global Road Safety (BIGRS), and School of Business and Management ITB.
- **Top 10, ALIPAY – NUS Enterprise Social Innovation Challenge Indonesia (2019).** The Alipay-NUS Enterprise Social Innovation Challenge is a joint initiative to seek out the most innovative social impact enterprises, with a focus on digital technology towards building an inclusive society.
- **Top 11, Global Social Venture Competition Regional Round, Bangkok, Thailand (2019):** one of the oldest social venture competitions with the largest global reach. Founded at UC Berkeley's Haas School of Business.
- **Top 15, The Falling Walls Lab Jakarta (2018):** An event hosted by the German Academic Exchange (DAAD) in cooperation with FISIP University of Indonesia, and is supported by EURAXESS, the Federal Foreign Office of Germany and the Falling Walls Foundation.
- **Finalist, Swiss Innovation Challenge, Basel, Switzerland (2018):** An international innovation competition held by the University of Applied Sciences and Arts Northwestern Switzerland School of Business (FHNW). Competed with startups from Switzerland, Vietnam.
- **1st Winner, Swiss Innovation Challenge Asia-Indonesia (2018):** A national innovation competition held by University of Applied Sciences and Arts Northwestern Switzerland School of Business (FHNW) in collaboration with School of Business and Management, Bandung Institute of Technology. Neurafarm represented Indonesia in Swiss Innovation Challenge 2018 in Basel, Switzerland on 29th October 2018.
- **Ganesha Karya Award (2018):** An award presented by Bandung Institute of Technology (ITB) to recognize achievements and excellence of its students in innovation.
- **MSP Asia Summit (2018):** Represented Microsoft Student Partner (MSP) Indonesia in the first ever MSP Summit Asia 2018 in Taipei, Taiwan.
- **Finalist, Microsoft Imagine Cup Asia-Pacific (2018):** Represented Indonesia in the Regional Finals and compete with other Asia Pacific countries after became Top 5 finalist of Microsoft Imagine Cup National Indonesia Finals. Built a chatbot called Dr. Tania to help farmers around the world to cope with crop disease problem through image recognition.
- **Gold Prize, by World Invention and Technology Expo (WINTEX) (2018):** An international expo held by Institute of Innovation and Entrepreneurship (LPIK ITB) and Indonesian Invention and Innovation Promotion Association (INNOPA) where 100 of innovation projects from USA, Indonesia, Malaysia, India, Sri Lanka, Taiwan, South Korea, Romania and many more showcased to promote and market their products.
- **Grand Finalist, Telkom Hackathon (2018):** Apps development competition held by Telkom Indonesia, Top 20 out of 400 competitors.
- **3rd Winner, Business Plan Competition of the 7th University of Indonesia Studentpreneurs (2018):** A business plan competition held by Faculty of Economics and Business University of Indonesia.
- **1st Winner (GOLD MEDAL), Data Mining Competition - GEMASTIK (2017):** Nationwide annual information technology competitions held by Indonesia Ministry of Research, Technology, and Education. More than 2,300 teams from 113 higher education institutions in Indonesia participated in their respective categories. There are 10 categories including Data Mining, Capture the Flag, Competitive Programming, Smart City, etc.

-
- **2nd Winner, Indonesia Developer Summit Hackathon (2017):** Built a Deep Learning based Visual Search Engine to improve customers' shopping experience and brand searchability.
 - **Best Student Team, Facebook Developer Hackathon (2017):** Built a chatbot to help farmers diagnose crop diseases through smartphone camera called Dr. Tania.
 - **Top 8, Bukalapak Development Competition (2017):** Built a context-aware recommendation engine called Lumino Recommendation Engine, embedded it within an app called Lumino in which we introduced a unique feature-- Shuffler to get to know users' preferences in an easy and fun manner.
 - **2nd Winner, Data Mining Competition Inkubator IT Apprentice Challenge (2017):** A data mining competition held by ITB Informatics Student Union (HMIF).
 - **Finalist, LINE Dev Challenge Indonesia (2017):** Built a Personal Assistant Bot on LINE messenger called Leptons, top 12 out of 399 contestants.
 - **2nd Winner, Hackathon UMN (2016):** Awarded the 2nd prize for hoaxbuster project in nationwide hackathon held by Universitas Multimedia Nusantara and PT. Kurio.

Languages, Technologies, and Skills

- C++; C; Java; Python; Node.js; JavaScript;
- NLP; Machine Learning; Computer Vision; Image Processing; Data Mining; Distributed Systems;
- Tensorflow; MXNet; Firebase; Android; Flask Microframework; HTML; CSS; Git; AWS, Azure; SQL; MongoDB;
- Project Management; Product Management, Problem Solving; Leadership, Entrepreneurship, Startup;