NOOR OCTAVIAN ANWAR

nooroctaviananawar@gmail.com • Malang, Indonesia • Website • LinkedIn • Github

CEO and Software Engineer with knowledge of applied information theory, including optimizing lossless compression schema of both the length-limited and adaptive variants.

EXPERIENCE

Software Engineer, Degetek Studio   Nov 2017 - Dec 2021

Pied Piper is a multi-platform technology based on a proprietary universal compression algorithm that has consistently fielded high Weisman Scores™ that are not merely competitive, but approach the theoretical limit of lossless compression.

- Build an algorithm for artist to detect if their music was violating copyright infringement laws
- Successfully won Techcrunch Disrupt
- Optimized an algorithm that holds the current world record for Weisman Scores

Research Internship, Department of Information Science Lab.   Apr 2018 - Mar 2019
Saga University, Japan

- Do research and development of web apps that integrate Blockly with support C++ and web console so users can learn C++ visually and compile the code online.
- Submission and acceptance of a paper at the 7th International Conference on Information and Education Technology (ICIET 2019), Aizu-Wakamatsu, Japan, by ACM Digital Library.
- Success develops a web app that can enhance the learning process of C++, proved by the result of validation with a score of 94.8% for group trials.

Game Programmer Internship, Agate International   May - Aug 2017

- Develop a Unity3D library that is highly customizable and has acceptable integration with the Epson EB-595Wi finger touch projector.
- Integrating and developing an interactive wall of the Agate Profile for Indonesia Game Prime 2017 event.
- Successfully delivered the product that increased the engagement and the number of visitors in the Agate booth.

PROJECTS

My Experience Learning Machine Learning   2021 - Now

My Experience Learning Machine Learning is a web app that shows my learning progress and the implementation of machine learning or AI-related tasks using web technologies, such as TensorFlowJS, React, NextJS and Vercel.

Link • Github

NEMU - Visual Programming Environment   2018 - Now

NEMU is a Visual Programming Environment that helps students and novice programmers practice their sense and knowledge of algorithms visually. The web app was developed using ReactJS, Material-UI, Blockly, Cra16/Cake (C++ Blockly extensions), and WebConsole-PHP.

Link • Github

Conference Management System   2017

Conference Management System for International Conference on Electrical, Electronics, and Information Engineering (ICEEIE) 2017, held by Electrical Engineering of Department, Universitas Negeri Malang

Link

EDUCATION

Universitas Negeri Malang, Indonesia   2014 - 2019

- Major: BA, Informatics Education (GPA: 3.43)
- Programming Coursework: Algorithm & Data Structure, Artificial Intelligence, Web Development, Game Development, Mobile Learning, Human-Computer Interaction

SKILLS

- Languages: (*proficient*) JavaScript, TypeScript, C#, Dart, HTML/CSS (*familiar*) C++, Java, SQL
- Technologies: (*proficient*) ReactJS, MobX/Jotai, AntDesign/ChakraUI, NextJS, NestJS, Unity3D, Flutter, GraphQL, Restful (*familiar*) TensorFlow, Bash, CI/CD
- Others: Firebase, Vercel, GCP, Github, Gitlab, Figma