

ANGGI MAGDALENA PANJAITAN

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I am a fifth-year Information Systems student at Multimedia Nusantara University with a GPA of 3.81/4.00, passionate about data science, data analytics, and machine learning. I was awarded 1st Winner in the Algorithm and Programming Competition (IS-EXHIBITION 2024) for developing a Java-based healthy lifestyle system as a part of project team. I have demonstrated strong leadership and mentoring skills by guiding over 400 elementary students in social learning activities at the *Festival of Society* and mentoring more than 40 university students in information literacy sessions to help improve their digital research and citation skills.

Education Level

Universitas Multimedia Nusantara | Bachelor of Information System Aug 2023 – Feb 2027 (Expected)
GPA : 3.81/4.00

- **Relevant Coursework :** Data Analyst, Datawarehouse, Data Modeling, and Deep Learning
- St. Albertus Catholic Malang Senior High School | Science Aug 2020 – May 2023
- Average Score : 8.5/10.0
- **Relevant Extracurricular :** Science Robotic

Organizational Experience

Information Literacy – Library UMN Oct 2025 – Present

Peer mentor

- Guided 40+ students during library seminars on information literacy, improving participants' understanding of digital research and citation by over 60% (based on post-session feedback).
- Collaborated with fellow mentors to design engaging materials and interactive Q&A sessions.

Department of Humanities, Multimedia Nusantara University May 2025

Selected Speaker

- Participated as a speaker at National Seminar UMN 2025 with 100+ participants on “*Gen Z as Agents of Change: Fostering Solidarity and Environmental Awareness*”; used Python for environmental data analysis to address plastic waste issues through data analysis.

Kompas Corner – Multimedia Nusantara University Oct – Dec 2024

Registration Committee

- Managed participant registration and verified data for 200+ attendees, ensuring a 100% accurate check-in process during the FLAGSHIP 4.0 event.
- Supported on-site event coordination, contributing to a faster registration flow compared to previous years.

Festival of Society (FeSoVity) 2024 – Sociopreneur ID Jul 2024

Student Mentor

- 400+ elementary school students are mentored in creative and educational activities focused on social awareness and teamwork.
- Contributed to event success by maintaining participant engagement and assisting fellow mentors in classroom facilitation.

Academic & Technical Projects

CTRL+EAT – Java-Based Nutrition Recommendation System (1st Winner) Feb 2024

- Developed a Java-based BMI and daily nutrition recommendation system supporting 5 BMI categories with 100% automated calculation

- Validated recommendation logic using 20+ test scenarios to ensure output consistency
- Awarded 1st Winner – Algorithm & Programming Competition at Information Systems Exhibition

SecondChance – Second-Hand Marketplace Website

Aug – Dec 2024

- Developed a web-based marketplace supporting Admin, Seller, and Buyer roles
- Implemented full product and transaction management for 30+ product listings
- Managed database operations using PHPMyAdmin on XAMPP with 100% local system deployment

Property Price Analytics Dashboard – Power BI Project

Feb – Apr 2025

- Developed an interactive Power BI dashboard to analyze property prices and identify key factors influencing pricing
- Integrated SQL and Excel data sources, handling 1000+ property records for comprehensive analysis
- Enabled data-driven insights by visualizing trends, correlations, and pricing patterns for decision-making support

Deep Learning Project– Image Classification for Wildlife Conservation (Top 17%)

Apr 2025

- Developed an image classification system for 7 rare animal species using camera trap images
- Compared 3 deep learning architectures (DeiT, EfficientNet, ViT) with confidence-based evaluation
- Achieved log loss 2.6807, ranking 252 / 1,520 teams (Top 17%) in a DrivenData competition

BISINDO Hand Sign Object Detection – Computer Vision Project (Best Project Award)

Dec 2025

- Trained an object detection model using 473 images across 19 BISINDO hand sign classes, selected as Best Project by course lecturer
- Applied preprocessing and data augmentation to handle multiple lighting conditions and varied image resolutions
- Evaluated model performance on test data, achieving stable and consistent detection for static hand signs

Skills, Achievement, & Others

- **Language:** Indonesia (Native), English (Fluent).
- **Achievement (2024):** 1st Winner of Algorithm and Programming at Information Systems Exhibition
- **Hard Skills:** Java, Python, SQL, HTML/CSS, JavaScript, Data Analysis, Data Visualization (Power BI, Tableau, Looker Studio), Data Modeling, Deep Learning, Computer Vision.
- **Soft Skills:** Leadership, Mentoring, Analytical Thinking, Team Collaboration, Problem Solving, Communication, Adaptability