

Anjar Dwi Hariadi

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PROJECTS

Smart Card App

App Developer, Oct - Dec 2022

- Mobile App integrated with QR Code Scanner for Smart Card for students at SD Percobaan 1 Kota Malang.
- Developing the app using Flutter and Firebase.
- Impacted 58 students at school and help teachers manage some students activities such as check in, save money, and borrow books from library.

Covid-19 Detection System using Chest X-Ray Image

ML Engineer, Sep 2022

- Teamed with 3 people to build Automatic Detection System to help medical workers detect Covid-19 using MRI Chest X-Ray Images.
- This study uses the CNN transfer learning models like AlexNet, VGG19, Resnet50, InceptionV3 and the BasicCNN model.
- Combine each model with Bi-LSTM to resulting good model accuracy of 92% to 98%.

Njawani App

ML Engineer & App Developer,
Jul 2022

- An object detection app for helping people learning aksara Jawa, one of traditional script in Indonesia.
- Using Deep Learning Model with SSD MobileNet V2 architecture and deploy the model using OpenCV.
- The results of the black box testing show that all the features in the application can run well, while from usability testing score, the average percentage value is 88.8% which indicates that the application is very feasible to use.

EXPERIENCES

Google Developer Student Clubs Lead Universitas Negeri Malang

Aug 2022 – Present

- Officially selected by Google to impact 160+ students from accross 8 faculty at Universitas Negeri Malang and help students learn technology.
- Already succesfully held 6 events, 3 of which are weekly activities for 6 weeks.

Freelancer

Mobile Dev & Design
Dec 2021 – Present

- Working as Mobile Developer and Designer freelancer
- Finished 20+ projects, and 5+ client helped.

EDUCATION

Universitas Negeri Malang

Mathematics, Software engineering
Aug 2019 – Dec 2022

- GPA : 3.71/4.00
- Delegation and one of the presenters of ICICOS International Conference 2022, Semarang, Indonesia.
- Delegation of ISRITI International Conference 2022, Yogyakarta, Indonesia.
- Active in student activities such as Formadiksi UM and HIMATIKA Vektor.

PT. Orbit Ventura Indonesia

Jul 2022

- Have finished the program MSIB batch 2 at PT. Orbit Ventura Indonesia in AI Mastery with 900 hours total of study with final project.

VOLUNTEER EXPERIENCE

SD Percobaan 1 Kota Malang

Volunteer, Dec 2022

- Building Smart Card App to implemented in SD Percobaan 1 Kota Malang to increase efectivity in students management system.

Bendosewu Village

Volunteer, Oct 2022

- implementing a customer relationship management strategy in e-commerce applications to increase bendosewu farmer group turnover.

SKILLS & OTHERS INFORMATION

- **Technical Skills:** Flutter, Python, TensorFlow, HTML, CSS, Javascript, Tailwind.
- **Other Skills:** Leadership, Research and Development, Project Management.
- **Languange:** Bahasa Indonesia (Native), English.
- **Achievements:** 1st winner DIMAS-TI AMLI 2022 Programming division, 2nd Winner National Digital Poster Competition FMIPA UNY 2021, PKM 2021 (Funded).
- **Portfolio:** <https://anjar2math.github.io/>.