VENNYCIA SUSANTO

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EDUCATION

BINA NUSANTARA UNIVERSITY   Tangerang, Indonesia
Bachelor of Computer Science   Expected July 2027
    Major in Computer Science
    Cumulative GPA: 3.59/4.00
    Relevant Coursework: Algorithm and Data Structures, Human-Computer Intelligence, Artificial Intelligence,
    Object-Oriented Programming, Software Engineering, Multimedia Programming and Systems, User Experience,
    Web Programming

SMAS PERMAI JAKARTA   Jakarta, Indonesia
Mathematics and Natural Sciences   Jul 2020 – May 2023

ACTIVITIES

SAMSUNG INNOVATION CAMPUS BATCH 7   Indonesia (Remote)
Participant   August 2025 – September 2025
- Selected as a participant in Samsung's prestigious and competitive learning program focused on Artificial Intelligence (AI) and Internet of Things (IoT). Completed stage one of the course, which involved weekly assignments centered on the practical application of Python.

THE ACE 2024 UI/UX COMPETITION   Indonesia (Remote)
Participant   September 2024 – September 2024
- Participated in a UI/UX design competition focused on innovative and user-centric digital solutions.
- Pitched a UI/UX concept of a mental health focused application that leverages AI to provide accessible mental health management.

PROJECTS

D'CLASSICS   May 2025 – June 2025
- Developed an elegant mobile app for book lovers to browse and order classic literary works, featuring curated selections, store locations, and easy ordering.
- Served as main UI/UX designer, creating an intuitive and seamless user experience throughout the app, and assisted in mobile app development.

EATSCAPADE   Feb 2025 – June 2025
- Designed Eatscapade, a social media web app centered on food trends and restaurant recommendations.
- Served as the main UI/UX designer and web page developer, designing and implementing user-friendly and unique interface.

ECOTRI   Feb 2025 – June 2025
- Designed Ecotri, an app promoting the 3R (reduce, reuse, recycle) principles by simplifying waste donation and recycled product sales.
- Led UI/UX design efforts to create user-friendly designs based on the concept.

ENDDATE   Feb 2025 – June 2025
- Designed EndDate, an app to track item expiry dates and send reminders for reducing waste and improving inventory management.
- Developed low-fidelity and high-fidelity prototypes in Figma to ensure a user-friendly and efficient interface.

FRIDGI-FI   Feb 2025 – June 2025
- Developed Fridgi-Fi, an AI -powered pantry tracking app featuring barcode scanning, inventory management, and AI-driven budget estimation to help households optimize food and grocery management.
- Served as product owner and front-end developer, leading project vision, designing the user interface, and implementing the app's front-end functionalities.

BBETTER   Sept 2024 – Sept 2024
- Designed BBetter, a mental health app concept leveraging AI technology to provide an innovative and accessible solution for mental health management.
- Served as the main UI/UX designer, creating a user-centered and intuitive interface.

TRACKELING   Feb 2024 – June 2024
- Developed Trackeling, a mobile app concept connecting local communities with street vendors by providing real-time vendor location and schedule information.
- Served as main UI/UX designer, creating a user-friendly interface and assisting in web prototype development.

PUBLICATIONS

COMPARATIVE ANALYSIS BETWEEN RANDOM FOREST AND GRADIENT BOOSTING ALGORITHMS IN PHISHING LINK DETECTION   Jogja, Indonesia (Hybrid)
- Paper selected for presentation at the 2025 8th International Conference on Information and Communication Technology (ICOIACT), Track 5 – Signal Processing and Analysis, held both online and on-site in December 2025.
- Conducted a comparative study of Random Forest and Gradient Boosting models (XGBoost, CatBoost, LightGBM) for phishing URL detection using a dataset of 10.000 samples, with LightGBM achieving the highest accuracy and precision.

ADDITIONAL

Technical Skills: HTML, CSS, Tailwind, Next.JS, React, TypeScript, JavaScript, Java, Python
Tools: Git, GitHub, Axure RP, Figma, Jira, Microsoft Office
Certifications & Training: THE ACE 2024 UI/UX Competition Certification of Participation, Samsung Innovation Campus Batch 7 Stage 1: Python Certificate of Participation