

VENNYCIA SUSANTO

Jakarta Utara, Daerah Khusus Ibukota Jakarta, Indonesia 14450 | P: +62 81311108070 | vennycia50@gmail.com | [linkedin.com/in/vennycia-susanto-a8b277375](https://www.linkedin.com/in/vennycia-susanto-a8b277375) | [Portofolio](#)

EDUCATION

BINA NUSANTARA UNIVERSITY

Bachelor of Computer Science

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

Tangerang, Indonesia

Expected July 2027

SMAS PERMAI JAKARTA

Mathematics and Natural Sciences

Jakarta, Indonesia

Jul 2020 – May 2023

ACTIVITIES

SAMSUNG INNOVATION CAMPUS BATCH 7

Participant

Indonesia (Remote)

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

Participant

Indonesia (Remote)

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

PORTOFOLIO / VEUN.NETLIFY.APP

September 2025 – Now

- Developed and designed a personal portfolio with Next.js, React, Three.js, JavaScript, TypeScript, CSS, and Netlify, showcasing a blend of creative design and advanced technical development.
- Served as UI/UX designer and developer, managing the project from concept to deployment.

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, Netlify, 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