

# RAYHAN ARVIANTA BAYUPUTRA

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A goal driven and motivated Informatics student, interested in various areas of Information Technology with a high degree of problem solving skills and a great attention to detail, with a background in algorithm design and analysis. Keen to explore a career in multiple areas of computer science.

## Work Experiences

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### PT Amelia Jaya Kons - Jakarta, Indonesia

Jul 2023 - Dec 2023

#### Backend Engineer

- Appointed as Team Leader in a project with Ministry of Agriculture of the Republic of Indonesia on developing an internal web application.
- Responsible for the creation of Kementan's DIK-LINDA (application) API using Laravel

### Sepuluh Nopember Institute of Technology - Surabaya, Indonesia

Aug 2023 - Dec 2023

#### Research Engineer

- Responsible for the implementation of Resource Aware detection on a Raspberry Pi
- Implemented YOLO configurations and training on a Raspberry Pi

### Sepuluh Nopember Institute of Technology - Surabaya, Indonesia

Aug 2022 - Jun 2024

#### Assistant Lecturer

- Acted as a teaching assistant for the course: Fundamental Programming (IF184101) within the Department of Informatics Engineering.
- Acted as a teaching assistant for the course: Data Structure (IF184202) within the Department of Informatics Engineering.
- Acted as a teaching assistant for the course: Operating System (EF234202) within the Department of Informatics Engineering.

### Bangkit by Google, Tokopedia, Gojek, & Traveloka - Jakarta, Indonesia

Feb 2024 - Jun 2024

#### Cloud Computing Cohort

- Led a team to develop TeachTechAI, a mobile app for Kaizen Room, enhancing Indonesian educators' experience with generative AI.
- Built and secured backend API using Go with Gin-Gonic and PostgreSQL, facilitating machine learning API integration.
- Deployed and managed app infrastructure on Google Cloud, ensuring security and scalability

### Lembaga Psikologi Daya Insani - Sadari Diri - Jakarta, Indonesia

Nov 2023 - Present

#### Lead Software Engineer

- Led the development of Sadari's web platform, serving as both backend and cloud engineer.
- Deployed and managed their assessment platform using Moodle on Digital Ocean.
- Developed the API for the main web application using Go with Gin-Gonic, PostgreSQL, and integrated Xendit for payment gateways, handling client bookings, session summaries, and providing dashboard for psychologists and the finance team

## Education Level

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### Institut Teknologi Sepuluh Nopember - Surabaya, Indonesia

Aug 2021 - Sep 2025 (Expected)

#### Bachelor Degree in Informatics Engineering, 3.67/4.00

- Appointed to be a Teaching Assistant on Programming Fundamentals Course (IF184101)
- Appointed to be a Teaching Assistant on Data Structure Course (IF184202)
- Appointed to be a research assistant about YOLO Performance Comparison Study for object detection using a resource-aware framework.

### SMA Global Mandiri Cibubur - Bogor, Indonesia

Jul 2018 - Jun 2021

#### High School Diploma in Natural Science, 91.00/100.00

- Appointed as member of Art Division in Student Council (2018-2019), then continued to be Head of Art Division (2019-2020)
- School representative on World Mathematics Invitational Preliminary (Silver Medal)
- A Finalist at World Mathematics Invitational Japan 2019 (Merit Medal)

## Organisational Experience

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### Schematics National Programming Contest ITS 2023 - Surabaya, Indonesia

Jan 2023 - Present

#### *Organizing Committee Coordinator*

- Conducted survey surrounding the domain and Virtual Private Server (VPS)
- Responsible for the creation of server and administrative tasks for participants
- Responsible for the deployment and maintenance of the competition's portal

#### **Schematics REEVA ITS 2022 - Surabaya, Indonesia**

Mar 2022 - Nov 2022

##### *Staff of Event Division*

- Collaborated with team members in preparation of the event, including determining ticket prices, guest stars and selecting the most appropriate food vendors
- Acted as a timekeeper to ensure that the actual event timeline is aligned to the planned schedule

#### **Himpunan Mahasiswa Teknik Computer-Informatika ITS - Surabaya, Indonesia**

Mar 2023 - Jan 2024

##### *Staff of Internal Affairs*

- Organized internal bonding events such as TC Cup, Makrab TC, and Syukuran Wisuda.
- Supported and coordinated our major's team participation in various sports events.

#### **Himpunan Mahasiswa Teknik Computer-Informatika ITS - Surabaya, Indonesia**

Jan 2024 - Present

##### *Head of Esports Bureau*

- Led a team in organizing esports clubs and events for our major.
- Managed external collaborations with other organizations for esports events and matches involving our major's esports team.

## **Skills**

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- **Hard Skills:** C, C++, Java, Go (Gin), PHP (Laravel), Python, JavaScript, HTML, CSS, SQL (MySQL, PostgreSQL), Unix, Git, Database Design, Google Cloud
- **Soft Skills:** Detail Oriented, Team Player, Fast Learner, Exceptional Adaptability
- **Language:** Bahasa Indonesia (Native), English (IELTS 7.0)