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About Me

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AURELIA'S INTERNSHIP

# PORTFOLIO

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[Github](#)

# ABOUT ME



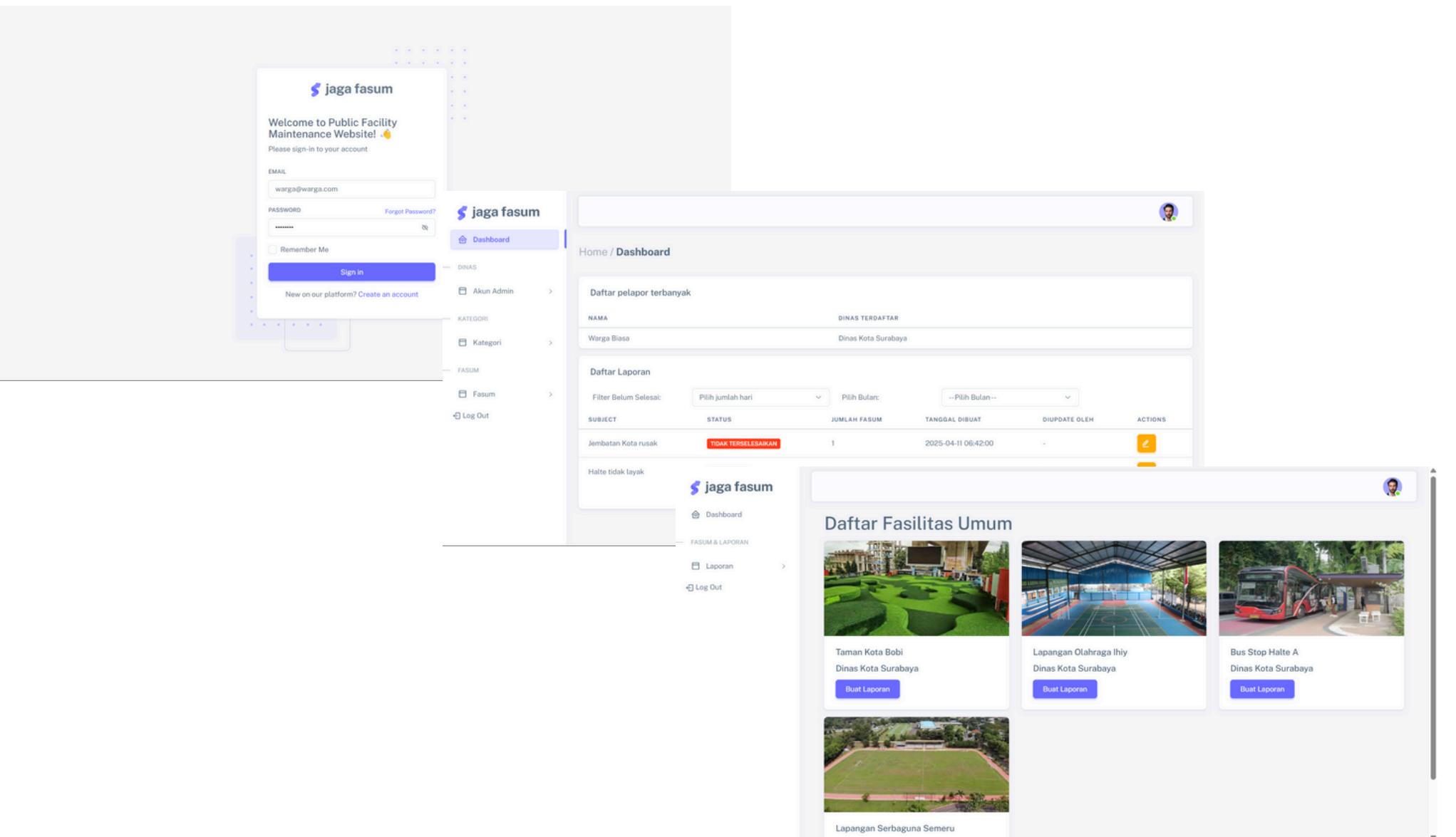
Aurelia is a final-year undergraduate student (GPA of 3.80) in the Data Science and AI Program at the University of Surabaya's Information Technology department and a graduate of the Bangkit Academy 2024 Android Development Learning Path. She built a strong foundation in IT, specializing in software development and AI engineering, complemented by leadership experience as Vice President of a university organization and hands-on expertise as an AI Intern at PT. SPIL and a Technical Consultant Intern at GITS Consulting, showcasing proven skills in communication, teamwork, analytics and problem solving.

# MY PROJECTS

These are projects that I've done for my previous internships,  
university courses and bangkit academy

# PUBLIC FACILITY MAINTENANCE WEBSITE

This project is created using Laravel Framework in PHP, HTML and JavaScript programming language. This project aims to create a web application that helps government organizations manage and respond to complaints about public facilities and spaces. This system allows citizens to register, log in, and create complaint tickets regarding issues in public facilities — such as parks, roads, street lights, or other city-managed facilities. Administrators from the relevant government departments can access the system to view, track, and respond to these complaints efficiently.

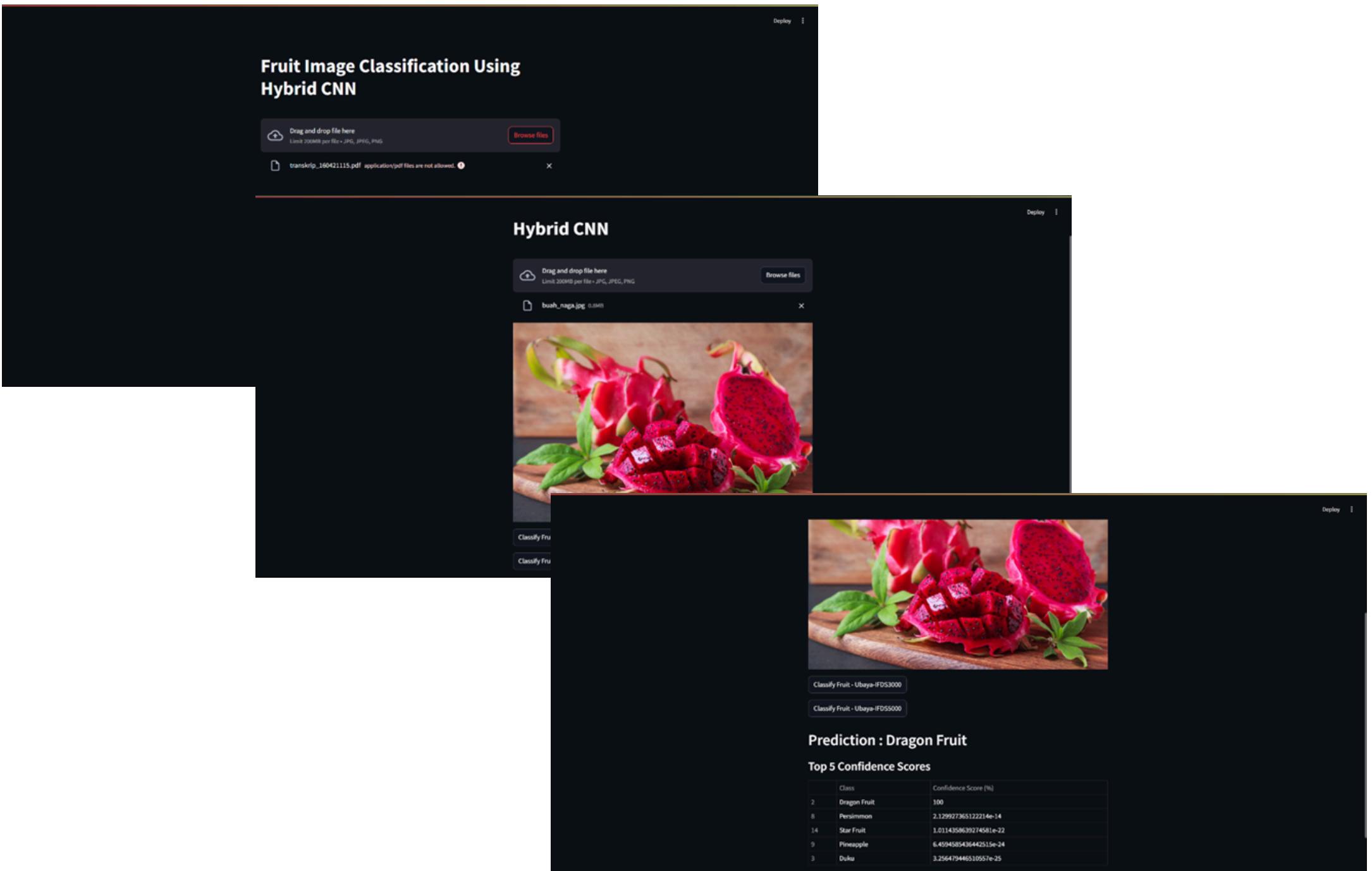


Public Facility Maintenance Website

[\(Project's Link\)](#)

# IMAGE CLASIFICATION

This project is created in the **Python** programming language. This project aims to create a fruit classification system in Python using a hybrid Convolutional Neural Network (CNN) architecture. The model integrates three pre-trained networks VGG16, ResNet50V2, and InceptionV3 to accurately classify various types of Indonesian local fruits. Achieved exceptional classification accuracy rates of 99.33% and 99.10%, demonstrating the effectiveness of the hybrid approach.

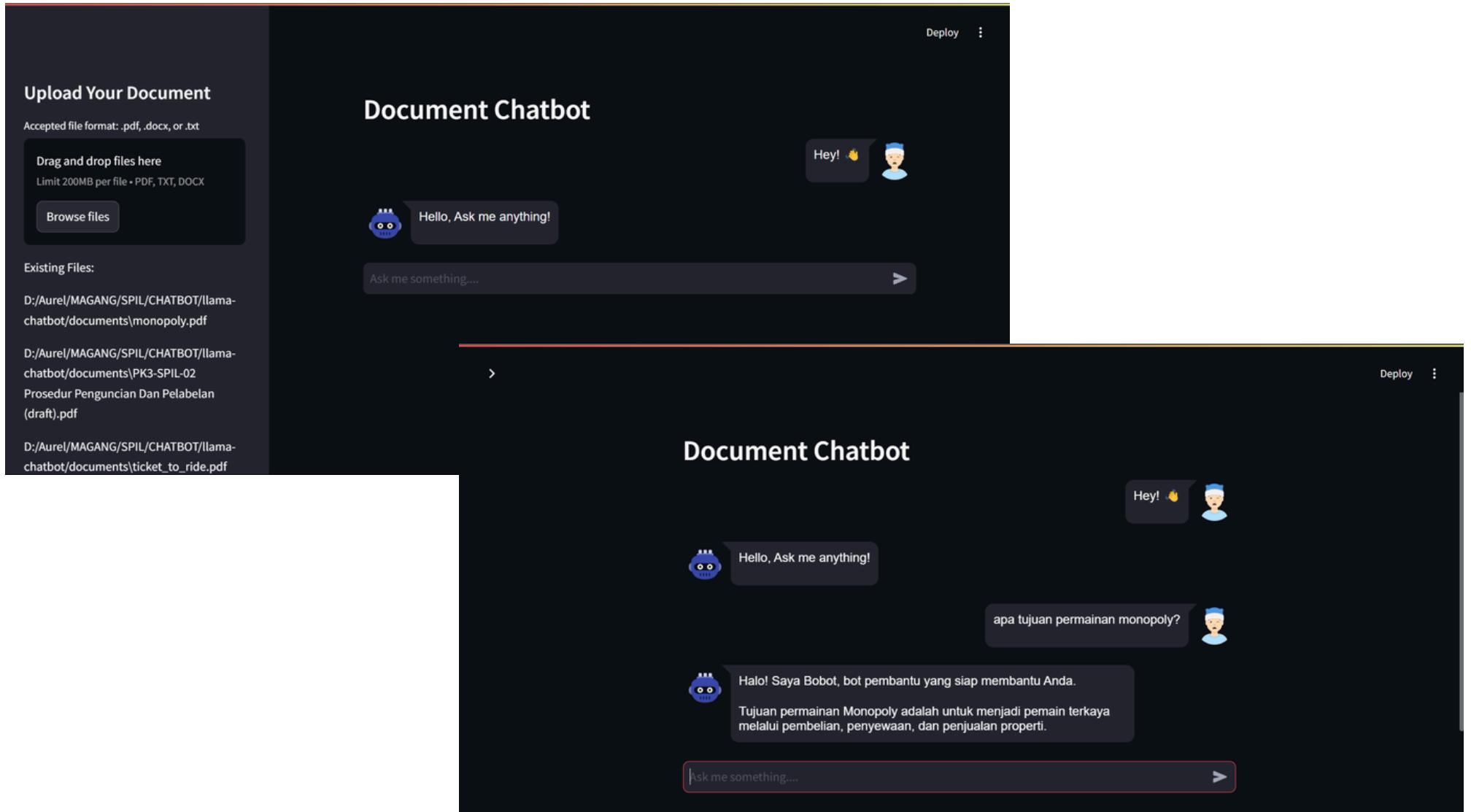


Indonesia Local Fruit Classification Model

[\*\*\(Project's Link\)\*\*](#)

# CHATBOT

This project is created in the **Python** programming language. This project aims to create a chatbot leveraging Llama API, Streamlit, and FAISS database to enhance document search and information retrieval for employees. By implementing Natural Language Processing (NLP) for query understanding and FAISS for rapid, accurate similarity-based document retrieval, the system improved search efficiency by 80%. The solution was deployed with a user-friendly interface, ensuring seamless and intuitive user interaction.



Chatbot project

[\*\*\(Project's Link\)\*\*](#)

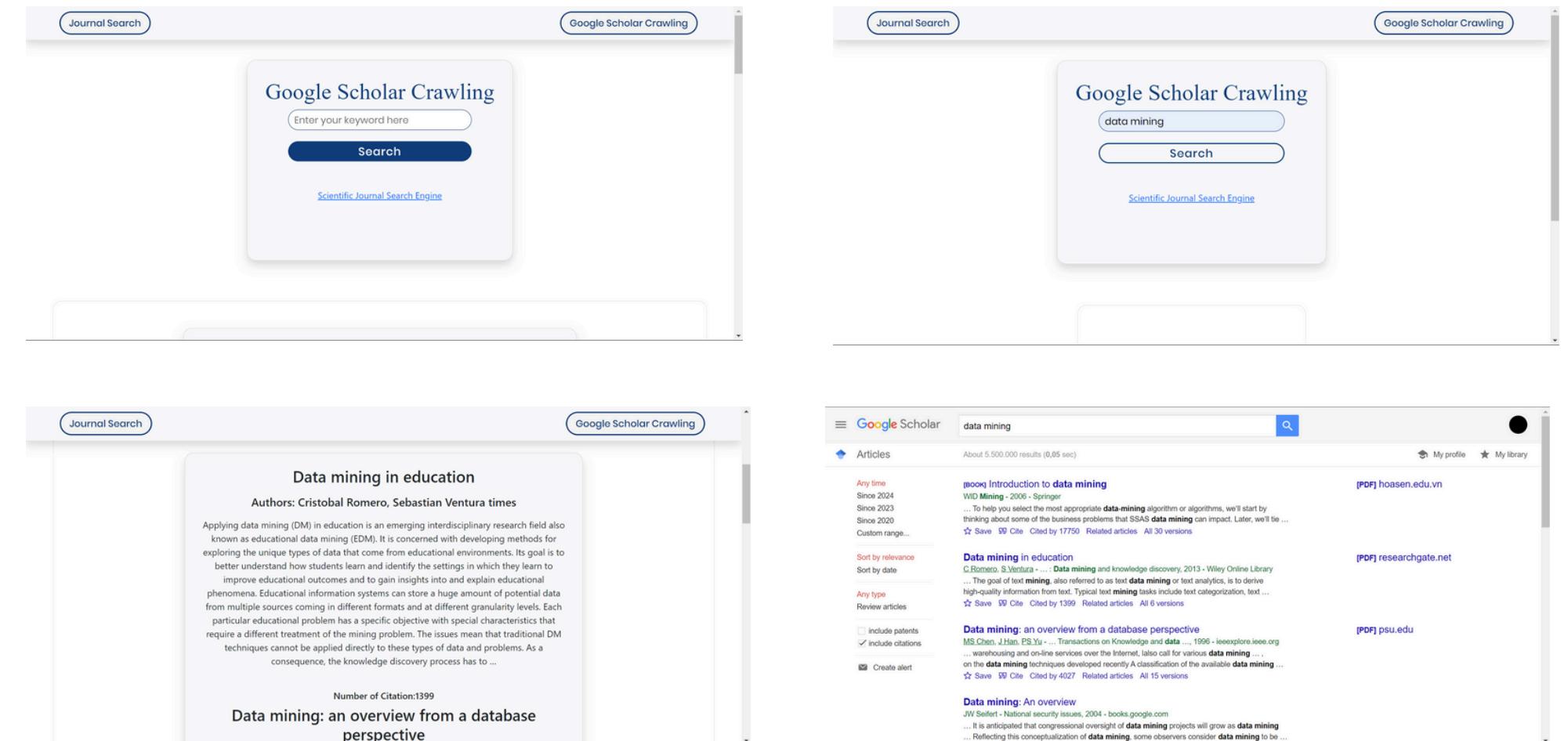
# DATA CRAWLER & SEARCH ENGINE

This project is created using **Visual Studio Code** in the **HTML** and **PHP** programming language. It includes two features: journal data crawling from Google Scholar and a journal search engine.

The data crawling process begins with a user-defined search topic. The program will then extract essential journal information such as the title, author, abstract, citation count and the journal link from Google Scholar and stores it into a local database.

The images show that the program only crawled data from journal and accurately reflects the information displayed on Google Scholar.

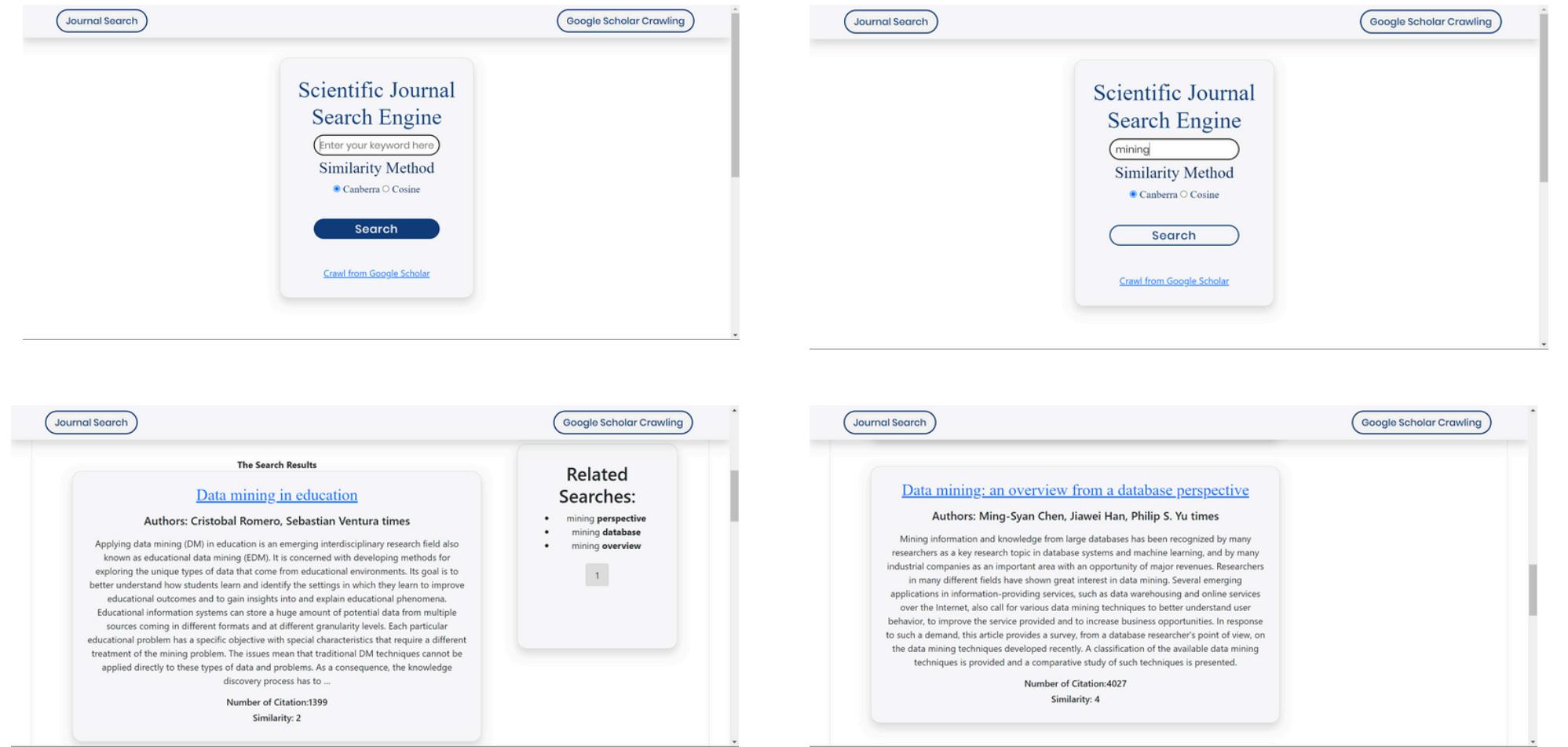
Google Scholar Data Crawler



[\*\*\(Project's Link\)\*\*](#)

# DATA CRAWLER & SEARCH ENGINE

The stored data from the data crawling feature will serve as the data source for the search engine feature. Users can input keywords to find relevant journals, which are ranked based on similarity scores. For the Canberra method, the smaller the similarity score, the higher ranked the journal is while it's the opposite for the Cosine method. Aside from that, the program also used query expansion to display related topics to the input keyword.



Google Scholar Data Crawler

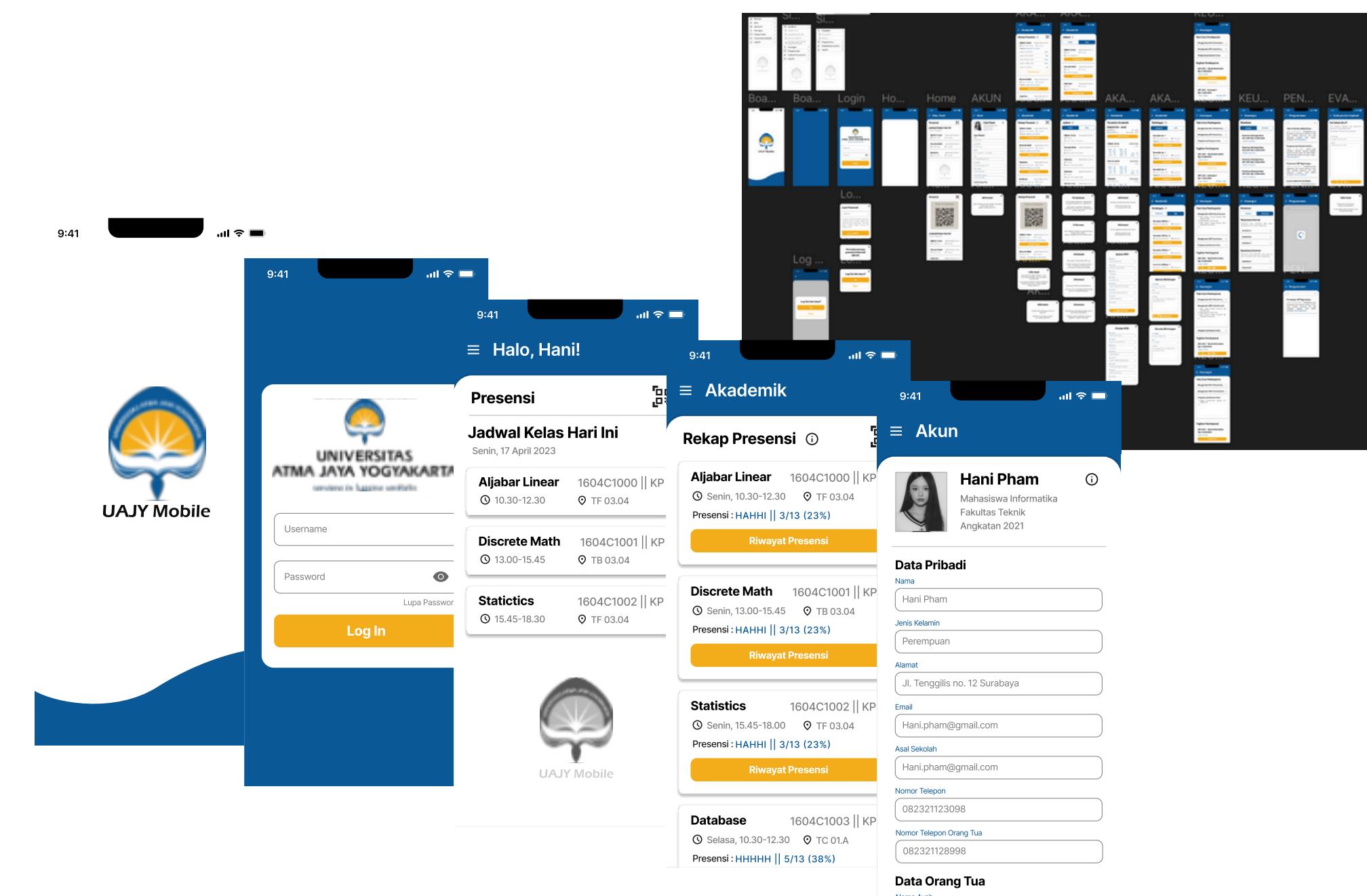
[\*\*\(Project's Link\)\*\*](#)

# UI/UX REDESIGN

This mobile application prototype was designed using **Figma**. I redesigned the app while keeping in mind the university's visual identity and added new features to create a one-stop app for UAJY students.

This app allows them to manage various aspects of their academic life, including recording class attendance, viewing class schedules and test schedules, accessing academic transcripts, managing their Course Registration Selection (KRS), and more.

While creating this app I also tried to implement the principles of UI/UX design such as consistency and hierarchy.



\*for the full designs please head to the project's figma file

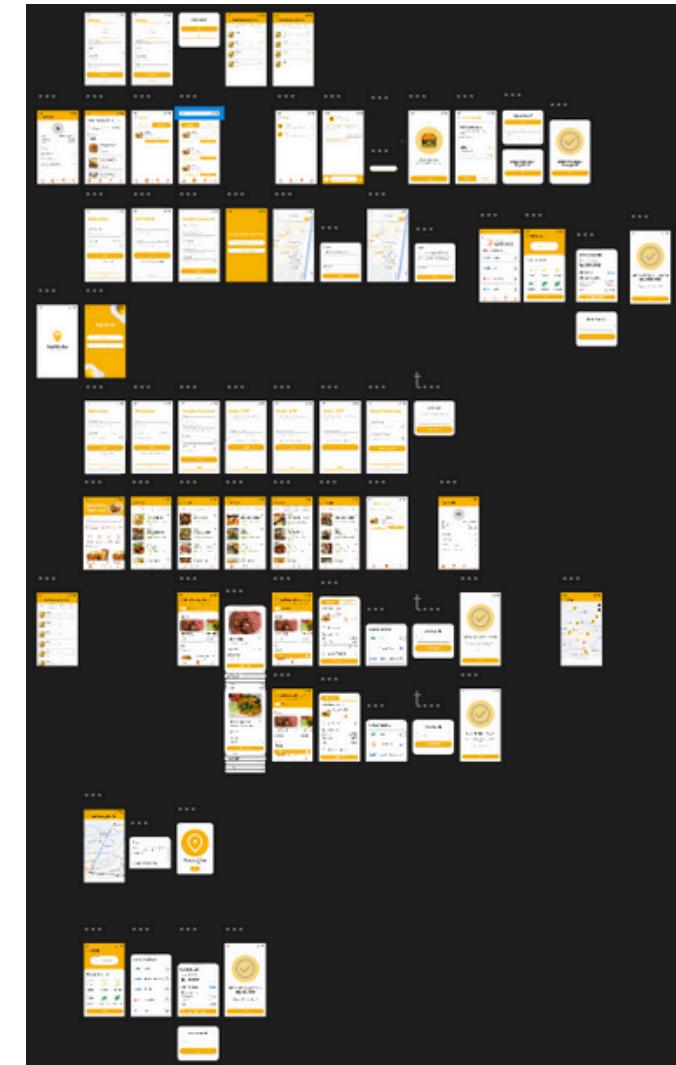
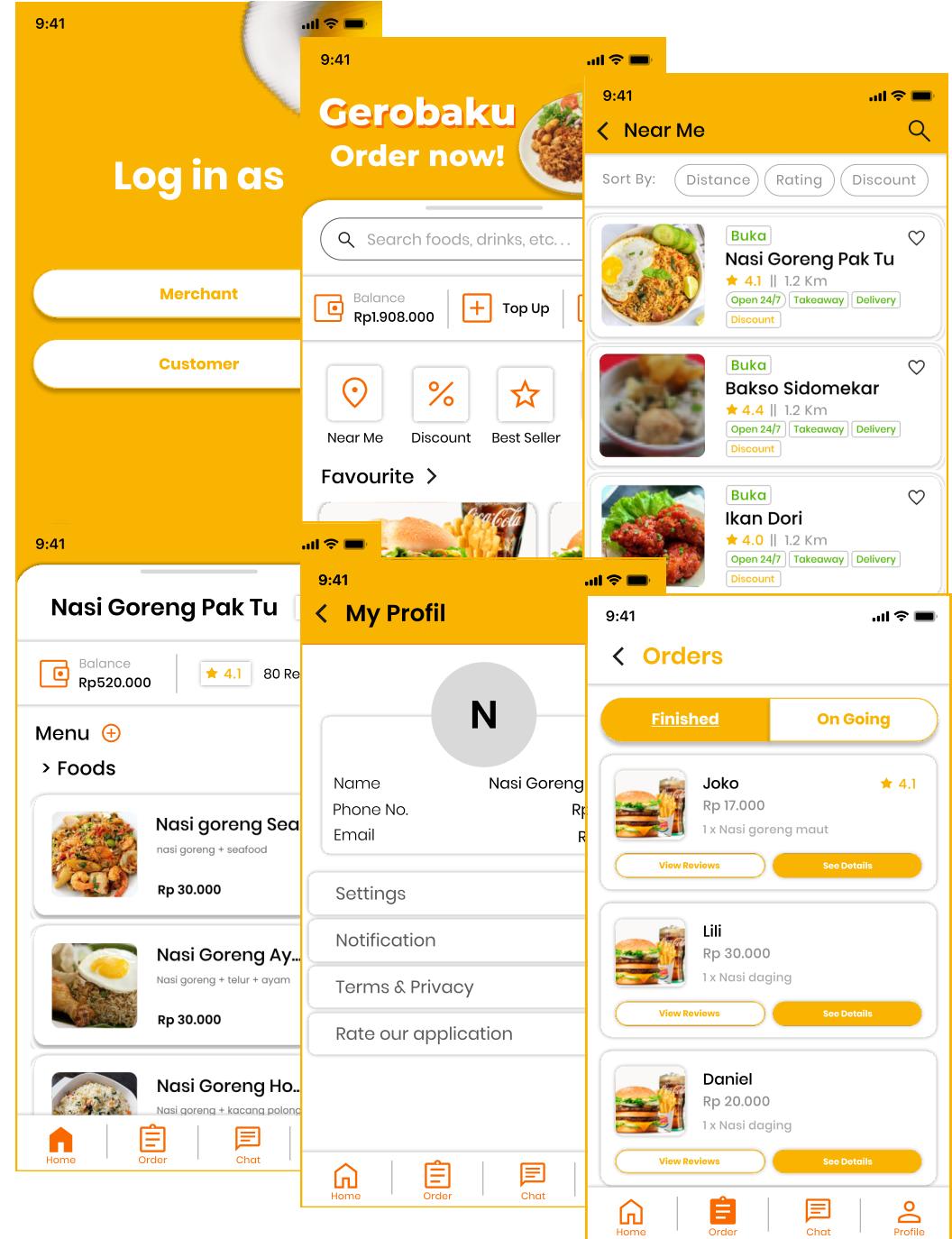
UAJY Mobile Application UI/UX Re-Design - Ifest UI/UX Design Competition

[\(Project's Link\)](#)

# UI/UX DESIGN

This mobile application prototype was designed using **Figma** during my third semester. The app aims to promote street vendors near the user.

The app allows users to locate nearby street vendors and place orders. It includes features such as vendor profiles, vendor previews on a map, order history, a search function, and more. While street vendors are able to manage orders and menu items.



\*for the full designs please head to the project's figma file

Street Food Vendor App

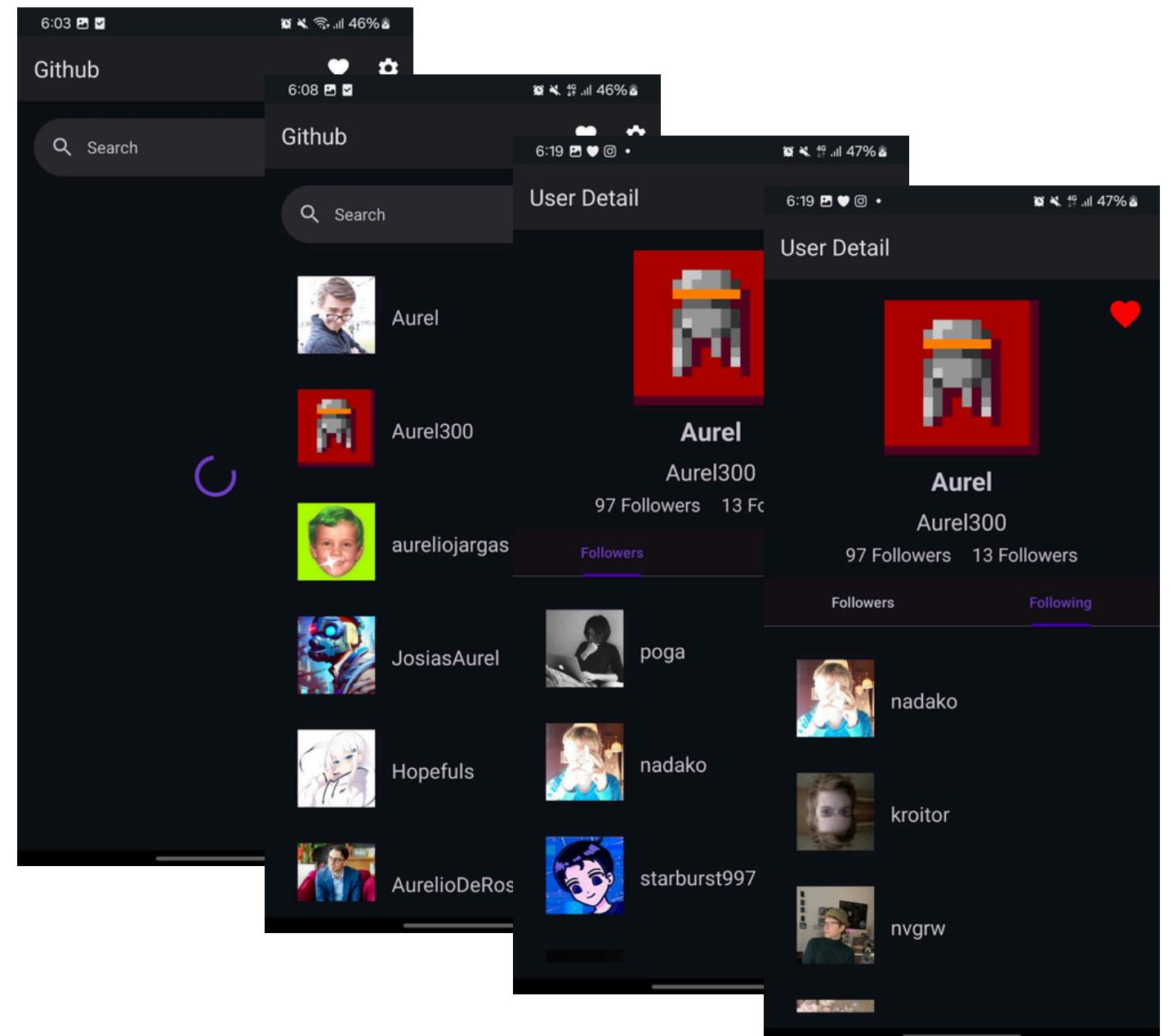
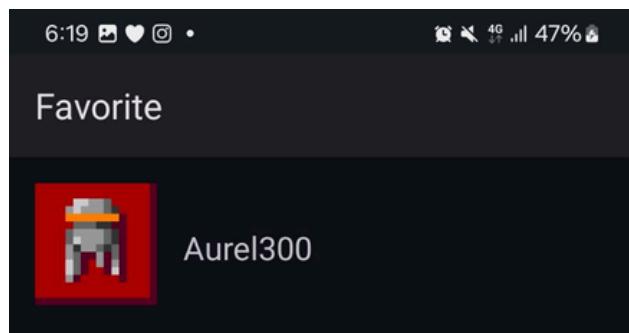
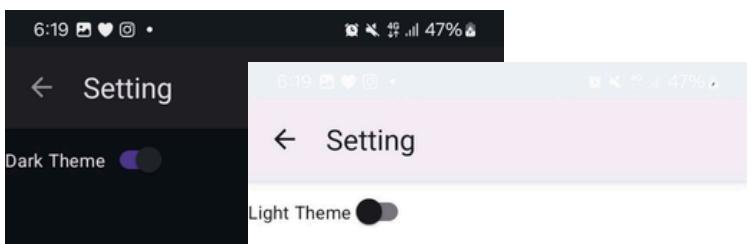
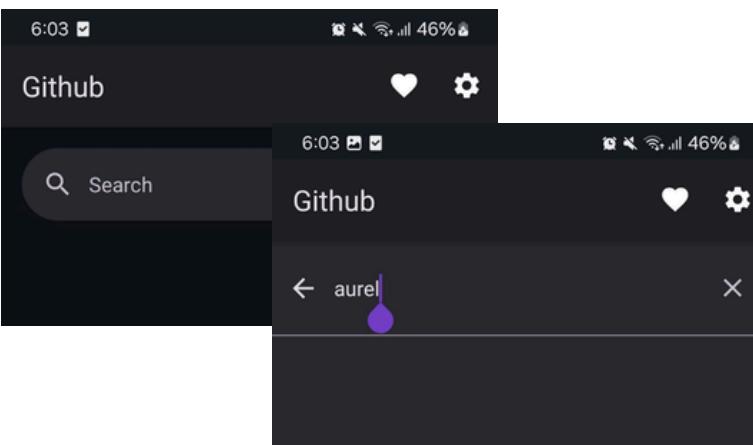
[\(Project's Link\)](#)

# ANDROID APP

This project is created using **Android Studio** in the **Kotlin** programming language while implementing CRUD Database, Android Architecture Component (ViewModel dan LiveData), API, Retrofit, ViewModel, Coroutine, Flow, Gson

Features in the app:

- User search
- Theme setting
- Favorite/saved users list
- Github user detail page that also display the list of followers and followed accounts
- Favorite button that'll add user into the saved user list



Git Hub User (Navigation & API) Android Application

[\(Project's Link\)](#)

# CERTIFICATIONS

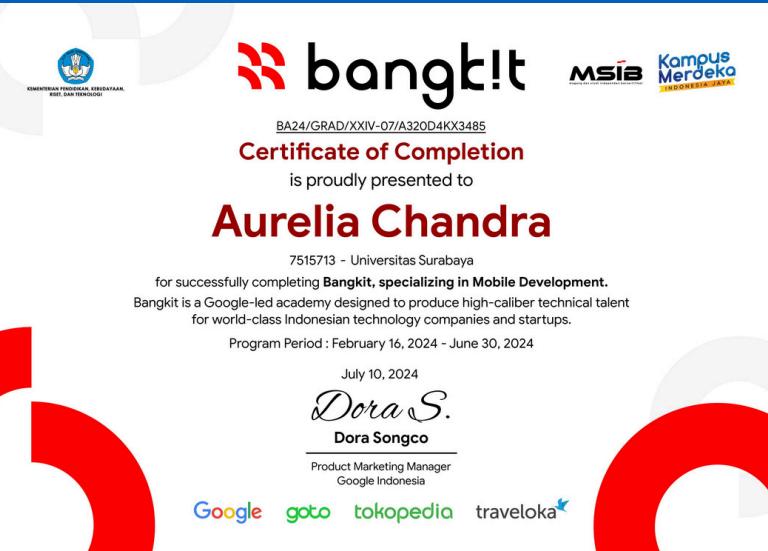
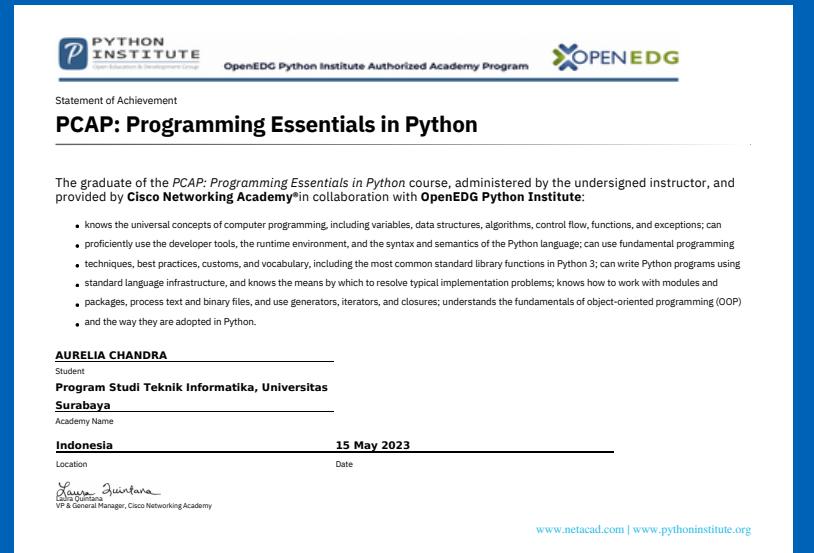
IT Software Programming - National Hospital

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# CERTIFICATIONS



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# THANK YOU