Calista Salsabila Citra Putri Winanto

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Summary

Final year Informatics student at Universitas Singaperbangsa Karawang, passionate about tech and creative industries, particularly Machine Learning and UI/UX design. Actively involved in local organizations and communities, and participated in a one-semester exchange program, enhancing problem-solving, critical thinking, and adaptability skills. Proficient in Figma, VS Code, and Google Collaboratory.

Projects

Academic Service Chatbot Prototypes   March 2025 - June 2025
Machine Learning Developer

- Engineered an NLP pipeline using a Long Short-Term Memory (LSTM) model to power a chatbot for university's faculty academic services, automating responses to frequently asked questions.
- Improved model robustness for varied Indonesian questions by implementing data augmentation techniques, including back translation and synonym replacement.
- Developed and deployed a user-friendly web interface with Flask, enabling real-time student interaction and demonstrating the model's practical application.

Case Study: Selena - Seller Financial Tracking App (Mobile)   Nov 2024 - Dec 2024
Machine Learning Cohort in Bangkit Academy
https://github.com/itsmaul/Selena-App

- Conducted exploratory data analysis and cleaned bank mutation dataset to identify irregularities and prepare it for anomaly detection.
- Built an anomaly detection model using Autoencoder to flag irregular expenses in seller financial records.
- Collaborated with Cloud Computing team to integrate the trained model into the app's cloud-based architecture.

Case Study: Masakuy - Recipe Website   March 2024 - May 2024
Full Stack Developer
https://github.com/calistasalscpw/Web-Resep-Makanan

- Spearheaded the entire project lifecycle, from UI/UX design in Figma to full-stack development of a dynamic recipe web application.
- Engineered a responsive front-end (HTML, CSS, PHP) and a robust back-end (PHP, MySQL) to support core features like recipe CRUD operations and user management.

Case Study: Health Monitoring Application (Mobile)   March 2022 - May 2022
UI/UX Designer

- Led the end-to-end design process, from user research during the COVID-19 pandemic to a high-fidelity interactive prototype in Figma.
- Translated user research and pain points into tangible design artifacts including user personas, journey maps, wireframes, and a complete design system to ensure a functional and user-friendly interface.

Education

Universitas Singaperbangsa Karawang   September 2021 - June 2025
Computer Science   Informatics
3.99 / 4.00 GPA

- Awarded: Indonesian International Student Mobility Awards (IISMA) 2023 scholarship for a semester at the University of Padua, Italy.
- Led a UI/UX Design project for an Human-Computer Interaction course, achieving the maximum score (A) for the prototype and design process.

University of Padua   September 2023 - February 2024
Computer Science

- Enhanced adaptability and critical thinking by quickly integrating into a new international academic system.
- Adapted to new software tools within a Linux environment, including IDA and Docker for coursework.
- Demonstrated strong time management by balancing a demanding academic workload with IISMA co-curricular challenges.

Organization & Volunteering

Google Developer Student Club Chapter Unsika   August 2022 - August 2023
Media and Creative Staff   Karawang

- Designed merchandise stickers for Google Developer Student Club Chapter Unsika members
- Illustrated and designed 25+ publications for Google Developer Student Club Chapter Unsika on several social media such as instagram, discord, and website.

Himpunan Mahasiswa Teknik Informatika   December 2021 - November 2022
Member of Information and Communication Division   Karawang

- Enhanced HIMTIKA (@himtika_unsika) Instagram interaction by writing interactive contents such as biweekly Quiz with up to 100 participants from May 2022 to October 2022.
- Boost Instagram profile visit insight until up to 242% by writing educational and entertaining feed from March 2022 to October 2022.
- Provided 50+ visual publications as collaborations with other divisions in consideration of the program's design guide and theme.

Skills, Achievement & Others

- **Programming Languages:** Python, C++, Java, JavaScript, PHP
- **Framework & Libraries:** React, Node.js, Tensorflow, Scikit-Learn, Numpy, Pandas
- **Developer Tools:** Visual Studio Code, Git, Docker (basic), Google Collaboratory, Jupyter Notebook
- **Design & Prototyping:** Figma, Miro
- **Databases:** MySQL
- **Hard skills:** Machine Learning, Data Analysis, Web Development, UI/UX Design
- **Soft skills:** Communication, Adaptation, Critical Thinking, Problem-Solving, Self-Management, Time-Management, and Project-Management
- **Linguistics:** Indonesian (Native), English (TOEFL ITP: 610)
- **Achievements:** Cohort of Korea-ASEAN Academy (current), Machine Learning Cohort at Bangkit Academy, Awardee of Indonesian International Student Mobility Awards (IISMA)

Certificates

- Google IT Automation with Python (Coursera)
- TensorFlow: Advanced Techniques Specialization (Coursera)
- Belajar Analisis Data dengan Python (Dicoding)
- Mathematics for Machine Learning and Data Science Specialization (Coursera)
- Build Basic Generative Adversarial Networks (Coursera)
- Tensorflow Data and Deployment (Coursera)
- Machine Learning Specialization (Coursera)
- Deeplearning.ai TensorFlow Developer Professional Certificate (Coursera)
- Structuring Machine Learning Projects (Coursera)
- Intro to Generative AI (Coursera)