

# ELITA CAMELLIA

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## PROFILE

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I am an active third-year undergraduate student majoring in Information Systems at Binus University with a growing passion for working with data and understanding how it can help people make better decisions. Throughout my studies, I have gained foundational knowledge in database systems, data analysis, and the role of technology in improving business processes. I enjoy exploring how technology and information can be applied to solve practical problems, and I am motivated to grow in this field and contribute to data-driven solutions that create meaningful and measurable impact.

## EDUCATION

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**Binus University** | *Undergraduate Student in Informations Systems* Aug 2022 – Present

- **GPA:** 3.88 of 4.00 (as of 5th Semester)

**SMAS Yuppentek 1 Tangerang** | *Social Sciences Major* Jul 2019 – Jun 2022

- **Grade:** 87/100
- **Achievements:** Awarded 2nd Place Overall in Social Sciences Major, Grade 12 (2021)

## EXPERIENCE

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**Coding Camp 2025** | *Machine Learning Engineer Cohort* Feb 2025 – Present

- Participating in an intensive training program focused on machine learning, data preprocessing, model development, and deployment.
- Gaining hands-on experience with Python, scikit-learn, TensorFlow, and other ML tools through project assignments.
- Collaborating with a multidisciplinary team to develop and deploy a machine learning-powered website for a capstone project, focusing on model integration and user-centered functionality.

**BINUS Game Development Club** | *Talent Group Programmer* Oct 2022 – Mar 2023

- Participated in a game development program, focusing on both technical implementation and collaborative project-based learning.
- Worked closely with a multidisciplinary team including artists, sound engineers, and game designers to build and integrate core game features.
- Contributed to both gameplay mechanics and asset integration, strengthening my skills in team collaboration, problem-solving, and technical execution.

## CERTIFICATIONS

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**Analisis Data dengan Python** | [RVZKWM2MMZD5](#) Feb 2025 – 2028  
*Dicoding Indonesia*

- Completed data analysis training with Python, with a final project focusing on applying data analysis to address business challenges, demonstrating skills in programming and practical data analysis.

**Machine Learning untuk Pemula** | [MEPJQ37RJX3V](#) Apr 2025 – 2028  
*Dicoding Indonesia*

- Completed a beginner-level machine learning training based on industry standards, with a final project building classification and clustering models for real-world tabular data.

**Pengembangan Machine Learning** | [OLZ0R80WNP65](#) Apr 2025 – 2028  
*Dicoding Indonesia*

- Completed a Machine Learning Developer course focused on computer vision, natural language processing, and deployment, with hands-on projects in sentiment analysis (NLP) and deep learning-based image classification.

*Dicoding Indonesia*

- Completed a data processing course for practitioners, mastering the creation of high-quality datasets through various data processing steps using Python, with a final project building a simple ETL pipeline.

## PROJECTS

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### Wake Up! (2D Adventure Game) | Programmer

Oct 2022 - Mar 2023

- Designed and integrated key gameplay features, including interactive in-game menu buttons, maze-based level layouts, and dynamic lighting using dark environments with selective light sources for atmosphere and guidance.
- Added immersive audio elements such as ambient sound effects, background music, and narrator dialogues, alongside branching narrative options with multiple game endings.
- Focused on enhancing player interaction, narrative engagement, and environmental storytelling.

### Blue Bike Sharing Data Analysis

Mar 2025

- An end-to-end data analysis project using a bike sharing dataset from Kaggle as part of the final project for the *Analisis Data dengan Python* course.
- Performed data wrangling, exploratory data analysis (EDA), visualization, and created an interactive dashboard to communicate insights.

### User Review Sentiment Analysis – Canva (ID)

Apr 2025

- Performed end-to-end sentiment analysis on Canva app reviews from Google Play Store, including data scraping, text preprocessing (cleansing, stopword removal), and feature extraction using TF-IDF and Bag-of-Words.
- Trained and evaluated classification models (Logistic Regression, Random Forest, and LSTM); the LSTM model achieved the best performance with 96.23% test accuracy using an 80/20 data split.

### ETL Pipeline

May 2025

- Developed a modular ETL pipeline to extract, clean, and prepare data for analysis, enabling the data science team to access structured and ready-to-use data.
- Stored processed data into three repositories (Google Sheets, CSV, and PostgreSQL), and implemented unit testing to ensure pipeline reliability and data integrity.

## SKILLS, INTERESTS, AND LANGUAGES

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- **Languages and Tools:** Python, SQL, Excel, Pandas, Scikit-Learn, TensorFlow, PostgreSQL
- **Interests:** Data Analysis, Database Management, Data Warehousing, Data-Driven Problem Solving
- **Languages:** Indonesian (Native), English (Intermediate)