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SKILLS SUMMARY

- Free and OpenSource GIS Software and Libraries (e.g. QGIS)
- Geospatial Data Science Machine
 Learning & Deep Learning with Python
- Geospatial Information Infrastructure
 Development: Geonode, Geonetwork,
 TerriaMap, Mapstore
- Game Engine for Geospatial
 Visualization (Augmented and Virtual
 Reality) with Unity and UnrealEngine
- Open Source Remote Sensing Software:
 Google Earth Engine & Python Libs
- OpenSource 3D Reconstruction: WebODM, OpenMVG, MVS-T

LANGUAGE PROFICIENCY

English (TOEFL Score: 617)

COURSES TAUGHT

- Web-based Geographic Information System
- Computer Graphics
- Digital Image Processing
- Photogrammetry I and II
- Remote Sensing
- Computer Programming



DANY PUGUH LAKSONO

RESEARCHER - LECTURER

RESEARCH INTERESTS

- 3D Geospatial Modeling and Visualization,
- Fullstack Web GIS development
- Geospatial Data Science
- Geospatial Digital Twin
- Augmented Reality and Virtual Reality for Geospatial Visualization
- Development and Utilization of Free and Open Source GIS

EDUCATIONAL HISTORY

Department of Geomatics Engineering, UGM, IndonesiaMaster of Geomatics Engineering | Aug 2013 - Jan 2016

- GPA: 3.86 (4.0 Scale)
- Thesis titled "CloudSfM: 3D Reconstruction using Structure from Motion Webservice". Discussed the development of a SaaS web application based on Angular and NodeJS to perform SfM/MVS 3D Reconstruction in the cloud

Department of Geodetic Engineering, UGM, IndonesiaBachelor of Geodetic Engineering | Aug 2007 - Aug 2011

- GPA: 3.56 (4.0 Scale)
- Thesis titled (in Indonesian) "3D Visualization of Lahar Flood Disaster in Code River, Yogyakarta". Discussed about hydrological flood modeling and 3D GIS visualization of flood in Yogyakarta area post-Merapi Eruption in 2010

WORK EXPERIENCES

Lecturer

Department of Geodetic Engineering | May 2017 - present

- Teach courses (related to GIS, Photogrammetry and Remote Sensing), conduct research and community-services
- Member of Geoinformatics and Geospatial Information Infrastructure Laboratory and Center for Spatial Data Infrastructure Development

Teaching Assistant

Department of Geodetic Engineering | Dec 2013 - May 2017

- Assisting lecturers on practices and trainings
- Develop modules and teaching materials
- Field Coordinator on data acquisition and analysis projects

SELECTED PUBLICATIONS

- Aditya, Trias, Laksono, Dany. Susanta, Febrian F., Istarno, I., Diyono, D., Ariyanto, Didik (2020). Visualization of 3D Survey Data for Strata Titles. ISPRS International Journal of Geo-Information, 9(5), 310.
- Laksono, Dany. Aditya, Trias (2019). Utilizing A Game Engine for Interactive 3D Topographic Data Visualization. ISPRS International Journal of Geo-Information, MDPI Gaming and Geospatial Information
- Aditya, Trias, Laksono, Dany. Izzahuddin, Nur (2019). Crowdsourced Hotspot Validation and Data Visualization for Location-Based Haze Mitigation. Journal of Location Based Services
- Laksono, Dany (2018). Testing Spatial Data Deliverance in SQL and NoSQL Database Using NodeJS Fullstack Web App, 4th International Conference on Science and Technology (ICST), Yogyakarta, Indonesia
- Julzarika, Atriyon; Laksono, Dany; Subehi, Luki; Dewi, Esthi Kurnia; Kayat; Sofiyuddin, Hanhan A. (2018) Comprehensive integration system of saltwater environment on Rote Island using a multidisciplinary approach. Journal of Degraded and Mining Lands Management, Vol VI-1, p. 1553-1567

BOOKS/TUTORIALS

- Building Footprint Extraction from Historical Map. Department of Geodetic Engineering, UGM. (2021).
 - https://github.com/danylaksono/historical-mapextraction
- Geospatial Data Science Crash Course.
 Department of Geodetic Engineering, UGM.
 (2021).
 - https://github.com/danylaksono/gds-crashcourse
- OpenCV for Digital Image Processing.
 Department of Geodetic Engineering, UGM (2020).
 https://github.com/danylaksono/OpenCV-PCD
- Free and Open-Source GIS (FOSS-GIS) Enterprise.
 Indonesia Ministry of Public Works.
 https://www.danylaksono.com/panduan-fossgis/
- Introductory ArcGIS Notebook. Indonesia Ministry of Public Works.
 - https://www.danylaksono.com/docs/arcgisnotebook/
- Photogrammetry II Course Guide. Department of Geodetic Engineering, UGM (Published Internally)
- QGIS and InaSAFE Training Material (beginner, intermediate and advanced). Australia-Indonesia Facility for Disaster Reduction (AIFDR)

COMMUNITY SERVICES

- WebGIS and Eco-tourism Master Plan, Desa Karangtengah, Imogiri, Bantul, Yogyakarta (2020).
 Develop a Village WebGIS based on UAV orthophoto data for asset management and ecotourism mapping
- Collaborative Mapping and Development of 3D Map of Desa Sinduadi, Mlati, Sleman (2019). Build WebGIS for collaborative mapping based on aerial photogrammetry and interactive 3D map of Sinduadi Village
- Development of Village Information System in Desa Segoroyoso Kecamatan Pleret Kabupaten Bantul, Yogyakarta (2017). Develop a WebGIS for Village asset management and detailed mapping of Segoroyoso Village, Yogyakarta
- Scenario Development Training in 6 Provinces of Republic of Indonesia (2013). Deliver training materials for local disaster management agencies (BPBD) in disaster-prone areas in Indonesia

SOFTWARE DEVELOPMENTS

- Starling. Fullstack WebGIS. Angular, ExpressJS, OpenLayers. Used e.g. in Sitaru (http://geoportal.klatenkab.go.id/sitaru/)
- Game of Peat. Android AR Location-based Game. Unity3D
- 3D Cadastre Prototype. Web Portal for 3D Cadaster Data. Cesium and TerriaMap
- Geopark4Rote. ArcGIS Story Map and WebApp
- CloudSfM. SaaS 3D Reconstruction. NodeJS, AngularJS, OpenMVG, MVS-T, FSSR
- **UGM in 3D**. Interactive 3D web. Unity and Mapbox
- Hosting Spatial ESDM Geoportal. Geonode & Geonetwork Geoportal
- InaSmartSea. Android App for Fisherman. Ionic and OpenLayers

SELECTED PROJECTS

- 3D Cadaster Pilot Project on Jakarta Mass-Rapid Transit (MRT) Stations. Ministry of Agrarian Affairs and Spatial Planning/National Land Agency (ATR/BPN) (2020). Field Supervisor and Software Developer
- Review on National Spatial Data Infrastructure
 Geospatial Information Agency (BIG) (2020).
 Consultant
- Review of Validation method and Data Security on PetaKita App. Geospatial Information Agency (2019). Consultant
- Development of Spatial Planning Information System (SIMTARU) of Klaten Regency. Office of Spatial Planning and public works of Klaten Regency (2019). Lead Developer
- Development of Medium-Term Development Plan (RPJM) 2020-2024 Ministry of Agrarian Affairs and Spatial Planning/National Land Agency (ATR/BPN) (2019). Project Assistant
- Spatial Data Infrastructure Roadmap for North Kalimantan Province. North Kalimantan Development Planning Agency (2018). Consultant
- Crowdsourcing Peat Fire in Pulau Padang, Riau (2017). Lead Developer
- Boundary Delineation and Delimitation in Ijen Crater between Banyuwangi and Bondowoso Regencies. East Java Province Local Government (2016). GIS Analyst
- Ina-SmartSea: Android App for Regional Sea Planning Information System for Fishermans.
 Directorate of Marine, Coastal Region and Small Islands, Ministry of Maritime Affairs and Fisheries (2015). App Developer

CONFERENCE PRESENTATION

- Geomatics and Geospatial Technologies (GGT)
 2019. Kuala Lumpur, Malaysia (Poster Presentation)
- Geospatial Information Infrastructure Symposium (SIIG) 2019, UGM Yogyakarta (Keynote Speaker)
- International Conference on Science and Technology (ICST 2018). UGM Yogyakarta (Paper Presentation)
- International Conference on Information and Technology (ICIT 2017), NTU, Singapore. (Conference Attendee, co-author)
- National Seminar on Applied Technology 2017, Universitas Gadjah Mada Vocational School. Yogyakarta (Paper Presentation)
- National Conference on Cartography 2016, Indonesian Association of Cartography (AKI). Yogyakarta (Paper Presentation)
- Annual Scientific Forum, Indonesian Surveyor Association (FIT-ISI) 2015. Malang (Conference Attendee, co-author)
- National Seminar on Applied Technology 2015, Universitas Gadjah Mada Vocational School (Paper Presentation)
- DAAD Summer School on Water Resource Management 2012. Berlin, Germany (Participant/Presenter)