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About Me

Fresh graduated student of S1 Computer Science at Soegijapranata University Semarang. I have 6 months of internship experience as a Backend Developer at PT Golek Truk Dot Com. Me and My team successfully developed an Android application API for HR system. This experience strengthened my understanding of PostgreSQL, Python, RDBMS, database design, table structure, and how to effectively interact with data in an API context. I am ready to make my best contribution to your company.

Skills

- Python Language
- Go-Lang
- Object Oriented Programming
- PostgreSQL Database Management
- Following Best Practices
- C# Language
- MySQL Database Management
- Database Design
- SQLAlchemy Usage
- Teamwork
- Troubleshooting Skills
- .Net, ASP.NET MVC

Work Experience

PT Golek Truk Dot Com

Internship as Backend Developer (Feb – July 2023)

- Participated in creating and developing the HR System application API at PT Golek Truk Dot Com. And using the Python programming language
- Create a machine learning poster rejector that contains a phone number automatically using python
- Learn API system, Git, RDBMS, Python library, database manager

Organization & Committee Experience

Students Association of Informatics Engineering

Equipment and Logistics (2021 – 2022)

- Coordinate equipment and other logistics to ensure the success of events such as seminars, workshops, and social activities
- Ensure inventory is available and in good condition

ShortCourse x Seminar committee (Seminar "Arising Creative Developer", Short Course Backend Flask & Frontend Flutter)

Equipment and Logistics (Feb 2022)

- Responsible for equipment management and logistics to support the smooth running of Seminars and Short Courses
- Coordinate and organize Zoom online services as a communication solution and liaison between event venues and participants on ShortCourse x Seminar

Contest x Open House "Be Creative With Joyful Experience"

Liaison Officer (May 2022)

- Responsible for efficient coordination between all parties involved in the event, including organizers, participants, and invited guests
- Communicating with the speaker about where to set up, and preparing what is needed for the speaker.

Mini Bootcamp "Deep In Flutter"

Event Division (July 2022)

- Responsible for the planning, promotion and execution of Mini Bootcamp
- Collect participant feedback and contribute to event evaluation for future improvements

Offline Informatics Engineering Open House
Liaison Officer (Aug 2022)

- Responsible for efficient coordination between all parties involved in the event, including organizers, participants, and invited guests.
- Communicating with the speaker about where to set up, and preparing what is needed for the speaker.

Seminar "Digital forensics in supporting legal enforcement efforts at the directorate general of taxation"
Equipment and Logistics (Aug 2022)

- Responsible for equipment management and logistics to support the smooth running of Seminars
- Coordinate and organize Zoom online services as a communication solution and liaison between event venues and participants on Seminar

Informatics Engineering Anniversary
Chairman (Sept 2022)

- Responsible for the planning and implementing the Informatics Engineering Program anniversary event which more than 200 participants attended.
- Coordinate the organizing team to ensure all aspects of the event run smoothly, including speaker selection and logistical arrangements.

Education

Soegijapranata Catholic University (2020-2024)
S1 Computer Science – IPK 3.90

- Part of HMTI or Students Association of Informatics Engineering as Equipment and Logistics (2021 – 2022)
- Received UKP SANDJOJO PANDEMI Scholarship 4th semester, SKS SANDJOJO PEDULI Scholarship 6th semester, UKP SANDJOJO PEDULI Scholarship 6th semester, ADARO Scholarship 7th semester.

Sedes Sapientiae Senior High School (2017-2020)
Math and Science majors

- Part of the SMUTY (Sedes Music Community)
- Part of the Sedes futsal team

Domenico Savio Junior High School (2014-2017)
Reguler Class

- Part of the Paskibra, or "Pasukan Pengibar Bendera" in Indonesian. The term is commonly used to refer to the flag-raising ceremony troops, often involving students, that play a significant role in various official events and ceremonies in Indonesia.

Achievement

Student of The Year 2022 (May 2022)
Top 5 Student of The Year 2022 at the Faculty of Computer Science Soegijapranata Catholic University.

- Proposed the idea of "DEVELOPMENT OF ONLINE SALES SYSTEM TO INCREASE THE EFFECTIVENESS AND EFFICIENCY OF OPERATIONAL CENTER OF STUDENT ENTREPRENEURSHIP OF UNIKA SOEGIJAPRANATA" in accord with the theme of SOTY 2022 "Innovative Self Transformation for the Advantage of Digital Era".

Winner of UI/UX FICPACT CUP 2023 Competition (July 2023)
1st place winner of UI/UX FICPACT CUP 2023 Competition at the Faculty of Computer Science Soegijapranata Catholic University.

- Creating an easy-to-use Android app UI/UX for renting lockers that is modern and intuitive, as well as provides security and a loyalty program
- Align the design with the best user experience (UX) principles and the latest user interface (UI) design trends.

Project

Email Spam Detection

Machine Learning | Python

- Developing a machine learning model to solve the spam problem using Python. In an attempt to improve accuracy, I used the spam email dataset from the Kaggle source. By adding Postagging in each variable condition from previous research

Call Number Detection

Machine Learning | Python

- Create a poster rejector that contains a phone number automatically under 1 second using Yolo v8. Using datasets manually searched by the team from Facebook, Twitter, Google, and other social media

Automatic Garage

Internet of Things | C++

- Make an automatic garage system when the car is at a certain distance from the garage door which will then be detected by the IRD sensor about the presence of the car, and confirmed with a button as your car. where the button here replaces the remote application from the cellphone. Then when the car enters and is at a certain distance from the wall, the garage door will be closed automatically using an ultrasonic distance sensor and confirmed through the application. Using Arduino

UI/UX Design Siega Auto Box

UI / UX Design & App Concept | Figma

- Creating an easy-to-use Android app UI/UX design for renting lockers that is modern and intuitive, as well as providing a security and loyalty program for the FICPACT CUP 2023 Competition.

UI/UX Design IVPRO

UI / UX Design & App Concept | Figma

- SWITCH FEST 2022 UI/UX design competition "BRING YOUR SKILL OF TECHNOLOGY TO SHINE IN THE FUTURE".
- Creating a UI/UX application/website for buying and selling houses aims to provide a platform for clients to select trustworthy agents. Agents must undergo a selection process to gain access to this platform. Clients can easily access the list of available homes without the hassle of seeking references from reputable agents or searching for properties offline.

UniShop (Unika Shop)

UI / UX Design & App Concept | Figma

- Conceptualize an application to assist in the development of an online sales system to improve the effectiveness and efficiency of Unika Soegijapranata CSE operations.
- Student of the Year competition with the theme "Innovative Self Transformation for the Advantage of Digital Era" and was awarded top 5 in the Faculty of Computer Science.

Apriori Algorithm Implementation

Data Mining | SQL

- Analyzing or predicting items customers will purchase can be accomplished through various computerized methods, with one of them involving the utilization of Apriori algorithms. To perform such analysis or predictions, it is essential to have the attributes of the items that customers intend to buy.

Race Car Game

Client Server Computing | Java

- I have created a basic racing game using the Java programming language. It offers simple gameplay and allows players to race against computer-controlled opponents, providing an enjoyable gaming experience.

Analysis of Support Vector Machine and Random Forest

Last Project | Machine Learning | Python

- My final project or thesis entitled "COMPARATIVE PERFORMANCE ANALYSIS OF SUPPORT VECTOR MACHINE AND RANDOM FOREST ON DIABETES PATIENT DATA FROM HOSPITALS IN THE UNITED STATES" focuses on the performance comparison between two classification algorithms,using a dataset derived from hospitals of diabetes patients in the United States. This research focused on analysing the accuracy and computation time of both algorithms as the data level increased.

Portfolio

Link Portfolio: https://darmstater.github.io/