

EGA RASENDRIYA NASHRULLAH

(+62) 899-4669-030 | egarasendriyan@gmail.com | linkedin.com/in/egarasendriya

Surakarta, Central Java, Indonesia

A Computer Engineering graduate from Brawijaya University with a strong passion for project management and technology. I have experience in leading teams, organizing events, and managing projects, as well as technical skills in Python, SQL, IoT, and computer networks. With a strong foundation in both technical and managerial aspects, I am eager to contribute to efficient project execution and strategic planning.

EDUCATION LEVEL

S1 Computer Engineering Brawijaya University – Malang, Jawa Timur	Aug 2021 – Jan 2025
<ul style="list-style-type: none">• Achieved a GPA of 3.58 / 4.00• Represented the university in PIMNAS in the PKM VGK field in 2022• Coordinator of the Mahasiswa Membangun Desa (MMD) with 100% of work programs realized• Proficient in programming languages: C++ and Python• Studied Machine Learning, MySQL, Networking, Linux, etc.• Actively participated in competitions, committees, and campus organizations	

WORK EXPERIENCE

Telkomsel Branch Malang Creative for Product Intern	Sep 2024 – Jan 2025
<ul style="list-style-type: none">• Managed social media accounts, from concept planning to content execution.• Developed engaging content strategies tailored to the target audience.• Analyzed campaign performance and provided strategic recommendations.	
Faculty of Computer Science (FILKOM) University of Brawijaya Laboratory Teaching Assistant of Basic Programming	Sep 2024 – Des 2024
<ul style="list-style-type: none">• Assisted students in learning C++ fundamentals, including control flow, functions, and data structures.• Provided support for coding assignments and debugging during lab sessions.• Collaborated with lecturers to prepare and manage programming lab activities.	

Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka Independent Study Program in Machine Learning	Feb 2024 – Jul 2024
<ul style="list-style-type: none">• Completed intensive training in Machine Learning• Developed skills in data analysis, model building, and deployment• Gained hands-on experience with Python, TensorFlow, and scikit-learn	

NilaiPlus+ Bootcamp Initiator	Dec 2022 – Feb 2023
<ul style="list-style-type: none">• Become the lead moderator to carry out an introductory boot camp with IoT• Coordinate boot camp participants in learning, sharing experiences, and completing IoT courses• Communicate with stakeholders and external parties	

ORGANIZATIONAL & VOLUNTEERING

FILKOM UB Student Research Group Chair of the Mini Scientific Writing Training Camp	2023
GEMASTIK 15 & 16 Companion To The UX Design Division	
Google Developer Student Clubs Member Tech Series With Machine Learning	
Himpunan MahasiswaTeknik Komputer Information and Communication Division Expert Staff	
IoT and National Scientific Writing Competition (LITE) Deputy Chairman of the Creative and Innovative	

CERTIFICATION

Generative AI for Everyone - DeepLearning.AI	2024
DeepLearning.AI TensorFlow Developer - DeepLearning.AI	2024
TensorFlow: Data and Deployment - DeepLearning.AI	2024
TensorFlow: Advanced Techniques - DeepLearning.AI	2024
Machine Learning - Stanford University	2024
Process Data from Dirty to Clean - Google	2024
Mathematics for Machine Learning and Data Science - DeepLearning.AI	2024
Introduction to Git and GitHub - Google	2024
Crash Course on Python – Google	2024
Belajar Dasar Structured Query Language (SQL) - Dicoding	2023

ACHIEVEMENTS

1st Place Winner - UI/UX Design for Sustainable Solutions	2024
Finalist in Creative Video Competition (4C National Competition)	2023
Finalist for the 35th National Student Science Week (PIMNAS)	2022
Passed PKM funding for the 35th PKM Video Creative Ideas Field	2022

PROJECT

Sort-Savvy: Waste Sorting Application with Trash Type Detection Using ML	2024
Recommendations for Plant Types Based on Environmental Weather Conditions	2023
Voice Recognition System in Smart Wheelchairs with MFCC, GFCC, and CNN	2023
Automatic Curtain System Based on Arduino Uno	2023
FPGA Implementation of PING PONG Game Spartan3 FPGA Image Processing Kit	2022

SKILLS & LANGUAGE

Hard-skill	Programming with Python and C++, Using SQL, Arduino Uno, Network Troubleshooting, MS Office (Word, Excel, PowerPoint, & Figma)
Soft-skill	Problem-solving, Teamwork, Adaptability, Communication, Continuous Learning, & Critical Thinking
Indonesian	Professional level
English	Intermediate level