

YEAR
2023

ROLE
Conceptor
Full-stack Developer

Alongside with
Kenrick Panca Dewanto
Diandra Jade Yomanda
Naufal Daffa Ryquelme

TECH
Programming Languages
Typescript SQL

Libraries and Frameworks
Express.js Next.js
TypeORM Material UI
Socket.io

Databases
PostgreSQL

PUBLICATION LINK
<https://github.com/fabianhabil/foodtura>

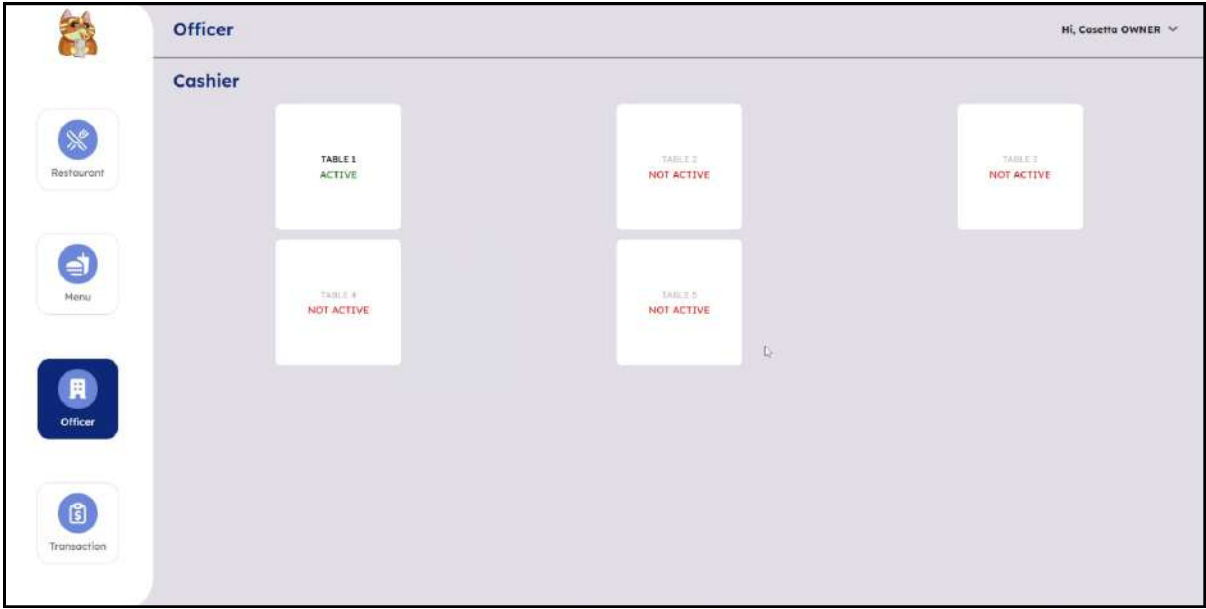
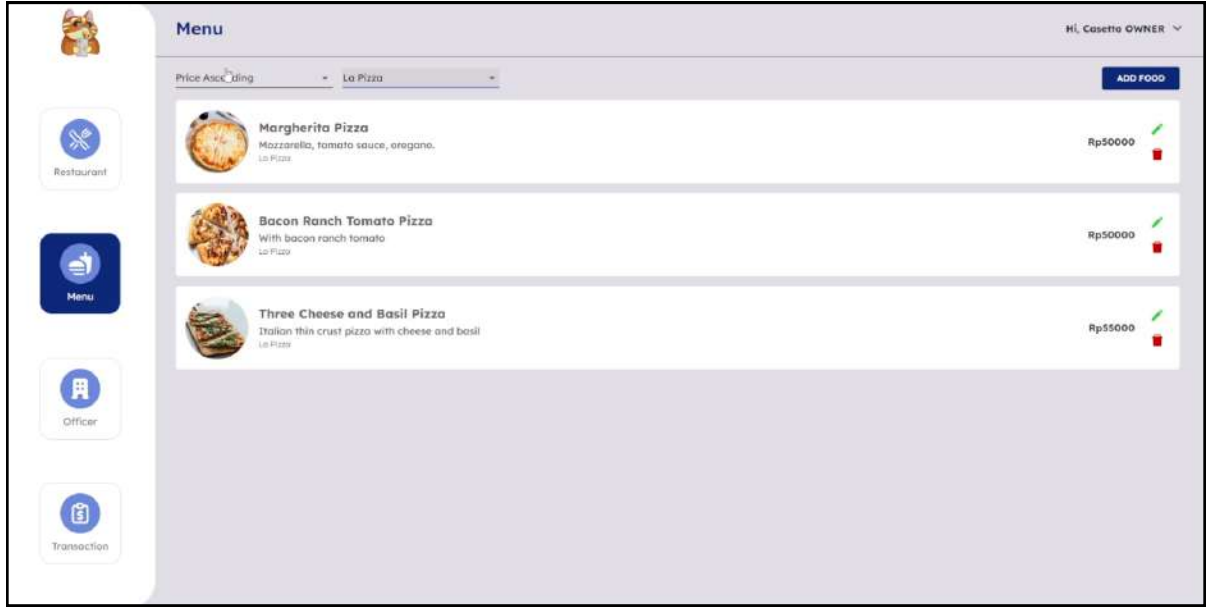
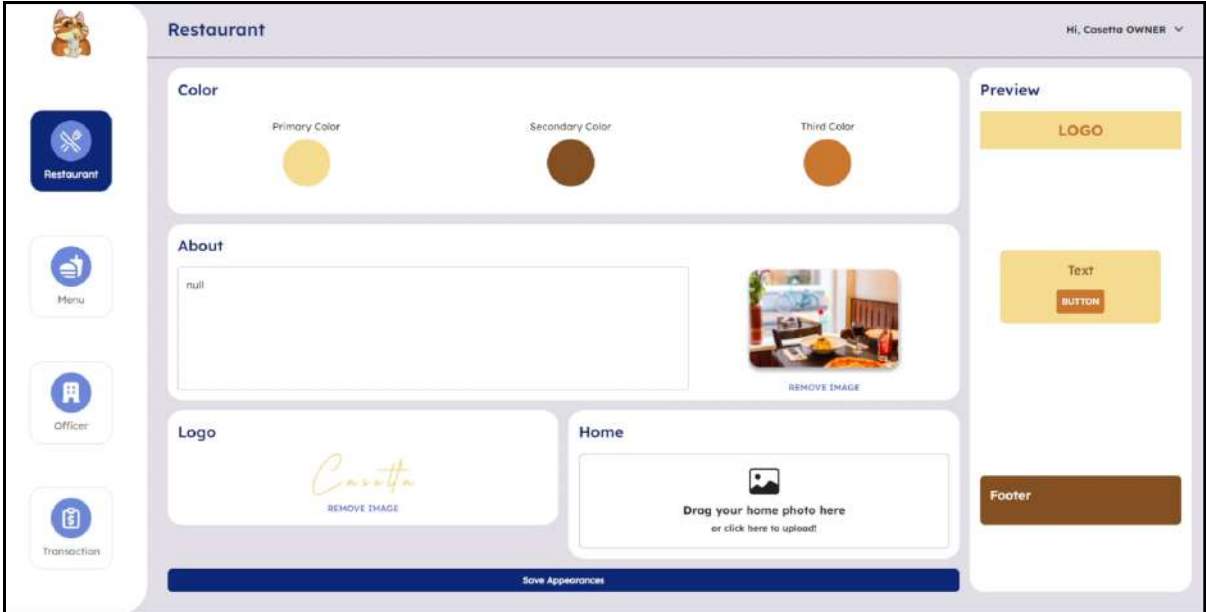
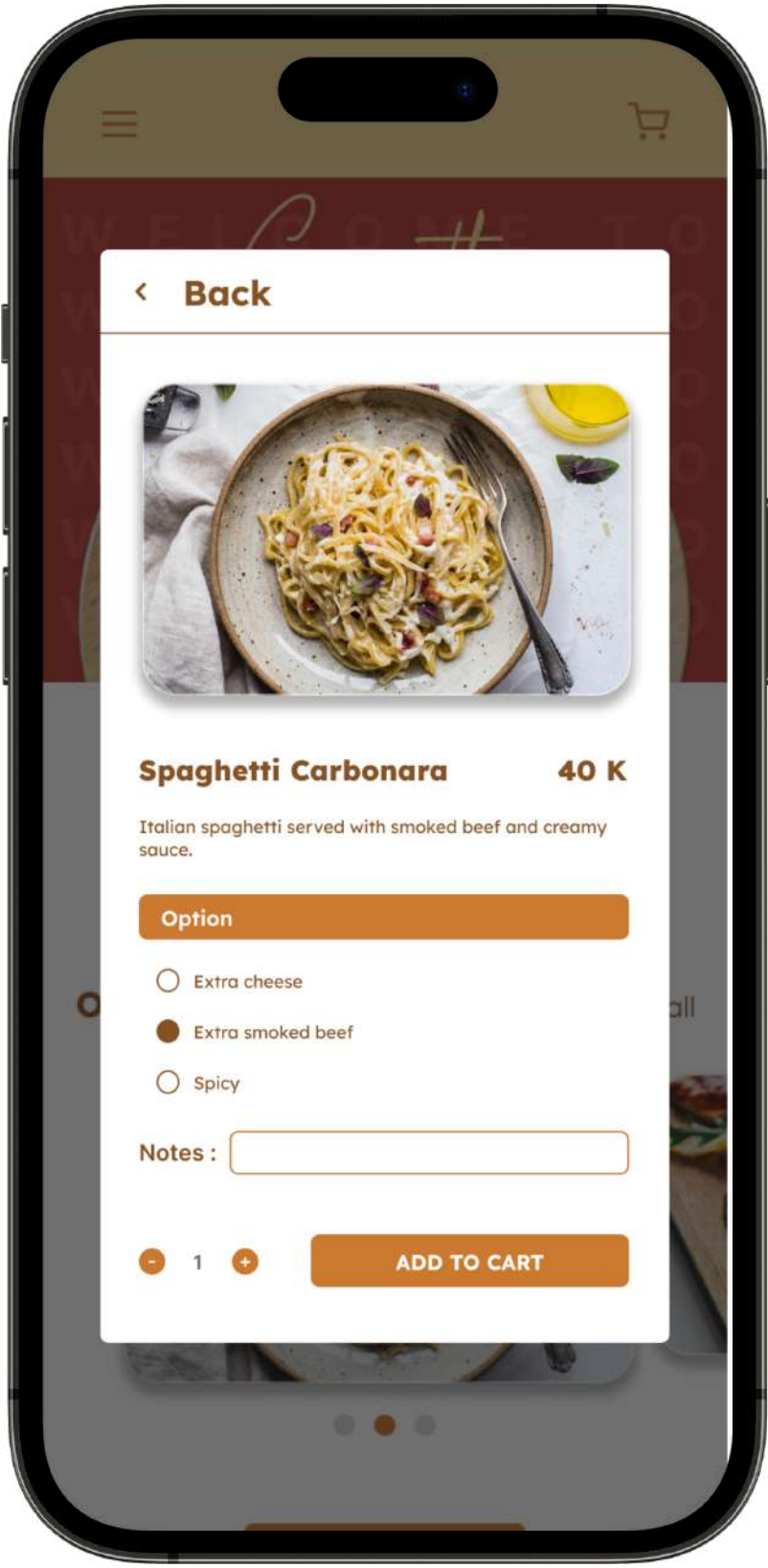
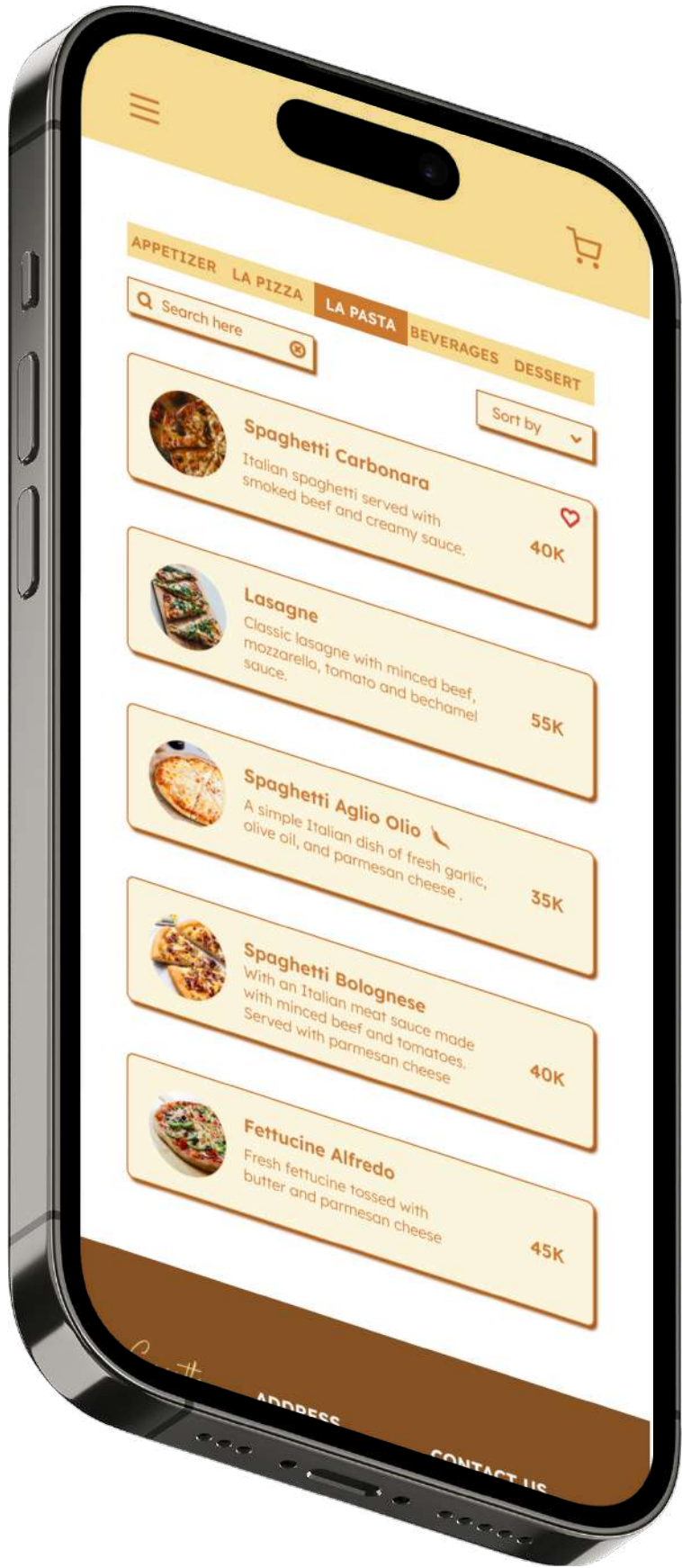
<https://youtu.be/Wx9ysO7Ba1Y>

This project aimed to fulfill the requirements for the course COMP6100001 in Computer Science at Bina Nusantara University

CONCEPT

In Indonesia, most restaurants still rely on traditional methods. They use physical menus, customers place orders through waiters, manual records are maintained, and payments are made at the cashier. Both customers and the restaurants themselves stick to traditional practices for order taking and transactions. Because of this traditional approach, analyzing restaurant trends requires data processing before conducting further analysis.

Foodtura is derived from the words "food" and "tura," which mean "food" or cuisine as the target market, and "the future" or a representation of technology embodiment into a culinary platform that follows the latest trends and adapts to the future. We aim to provide innovative services and features to cater to your culinary needs. Foodtura's primary goal is to provide services in digital form, namely platforms that help restaurants and customers in the reservation process (RSVP) and real-time direct ordering services through internet browsers more easily and quickly.



YEAR
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ROLE
Fullstack Developer

Alongside with
Titan Hizbullah Rukmana
Dinaltri Fakhrusy Saiful
Ekky Bima Rachmawan

TECH
Programming Languages
Typescript
Libraries and Frameworks
NextJS Mongoose
ExpressJS
Databases
MongoDB Redis
Other Tools
Amazon Web Services

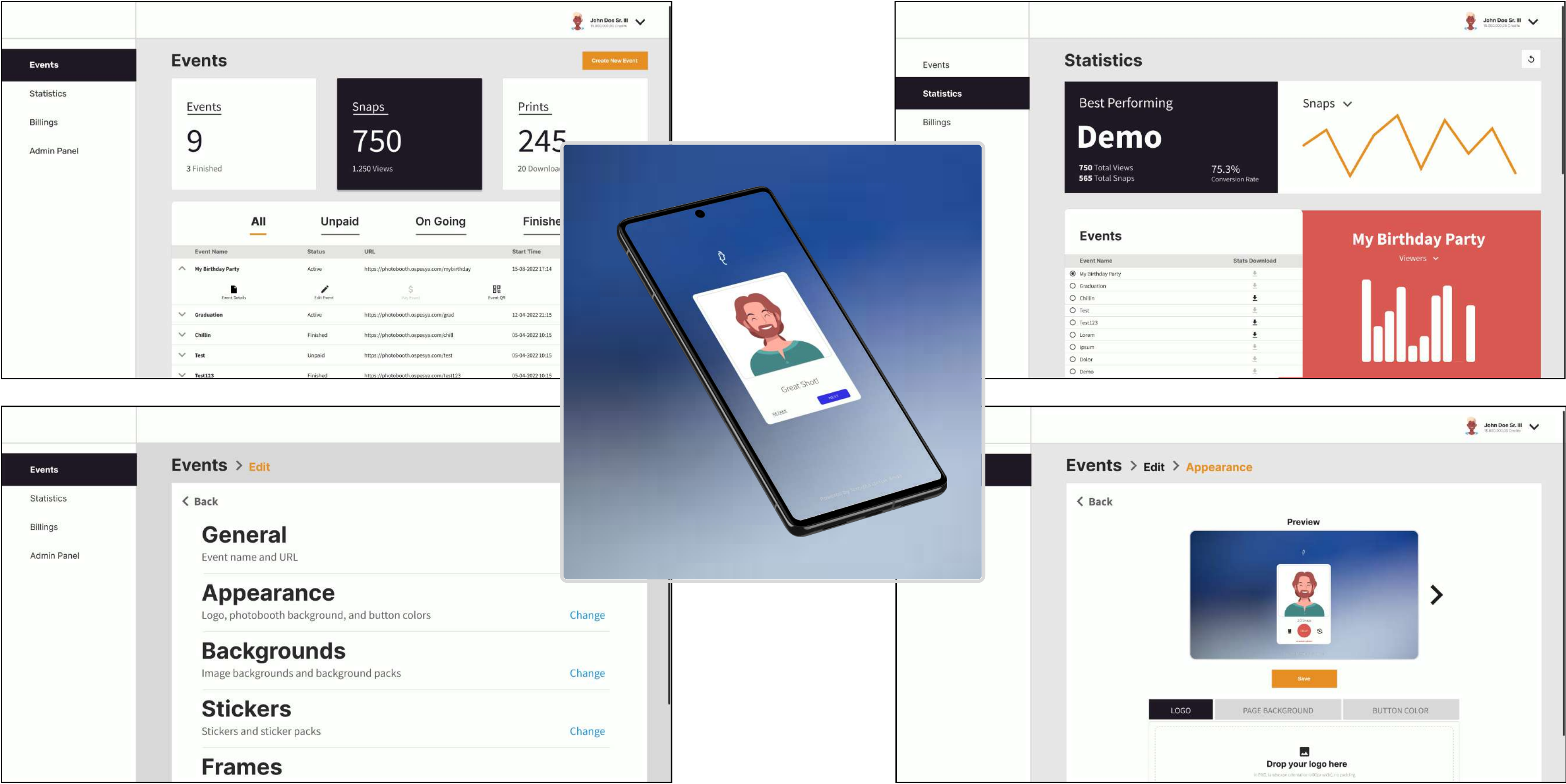
PUBLICATION LINK
<https://gitlab.com/ospesya>

CONCEPT

Virtual Photobooth: Way to bring online and offline events closer together and encourage more people to participate.

The project aims to address the evolving needs of hybrid events by providing a virtual photobooth that can be accessed anywhere via the internet. This innovative solution not only allows individuals who are unable to attend the physical event to contribute but also ensures the participation of both online and offline attendees. Additionally, the virtual photobooth incorporates a printing system available at various locations across the country. Users can easily print their photos by inputting the code attached to the photo result at any designated kiosk. This seamless integration of online and offline experiences enhances the accessibility and inclusivity of events, fostering a sense of connection and engagement among all participants.

The event organizers have access to a dedicated dashboard that allows them to personalize and configure the settings of the virtual photobooth according to their specific requirements. This user-friendly platform enables them to customize various elements of the photobooth experience, ensuring it aligns seamlessly with the event's theme and objectives. Furthermore, the dashboard provides valuable insights and analytics on the photobooth's engagement, offering real-time information on metrics such as photo captures, social media shares, and user interactions. By leveraging this comprehensive dashboard, organizers have complete visibility and control over the photobooth's performance, enabling them to create a captivating and interactive event for both online and offline attendees.



YEAR
2022

ROLE
Full-stack Developer

Alongside with
Joshua Wenata
Ivana Leonita
Ghassan Arsafa
Heryan Djaruma

TECH
Programming Languages
Typescript SQL
Python Material UI

Libraries and Frameworks
Django Next.js
face-recognition dlib
TensorFlow.js MediaPipe

Databases
MySQL

PUBLICATION LINK
<https://github.com/fabianhabil/attendancesystem-facerecognition-group4>

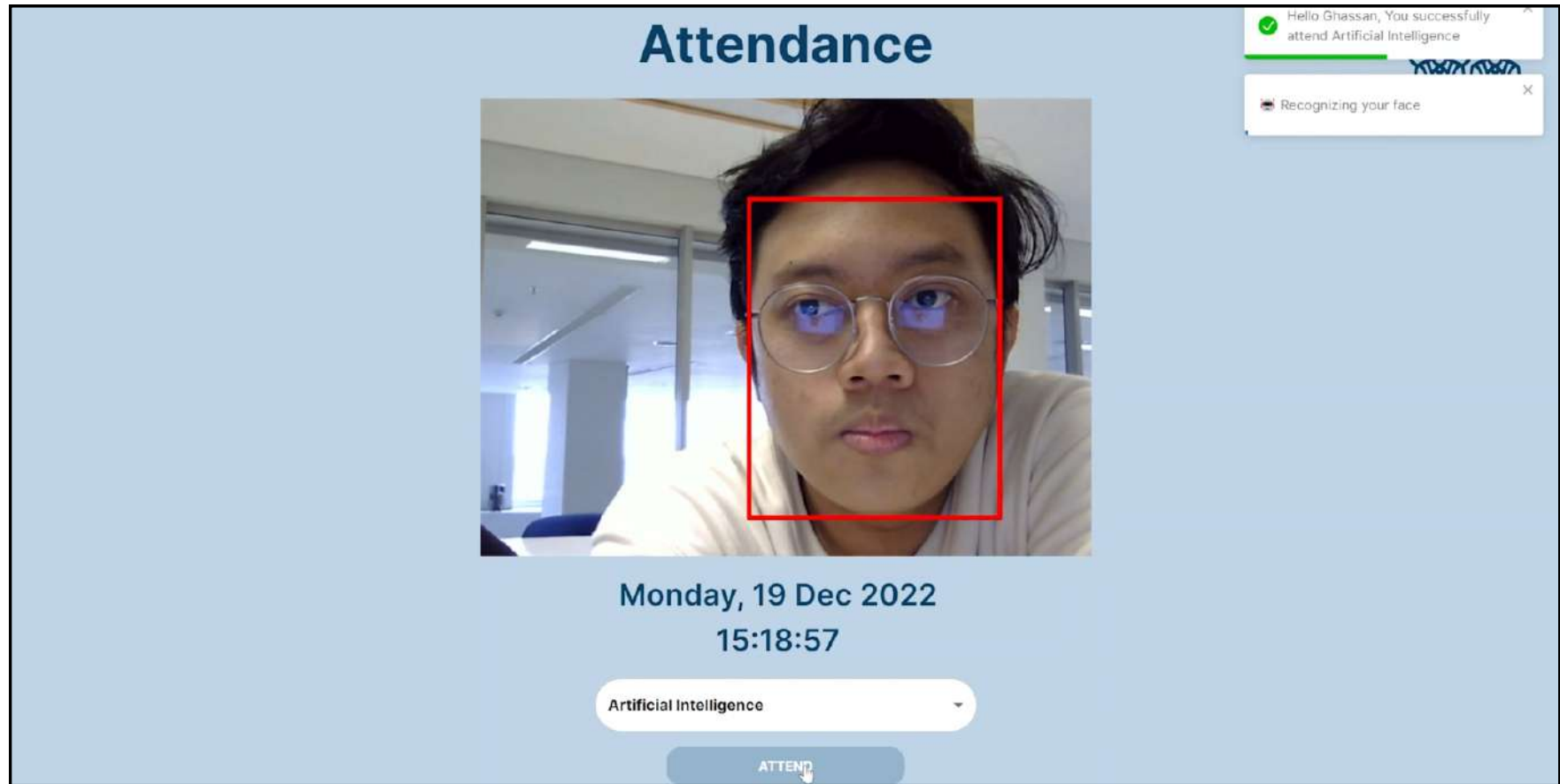
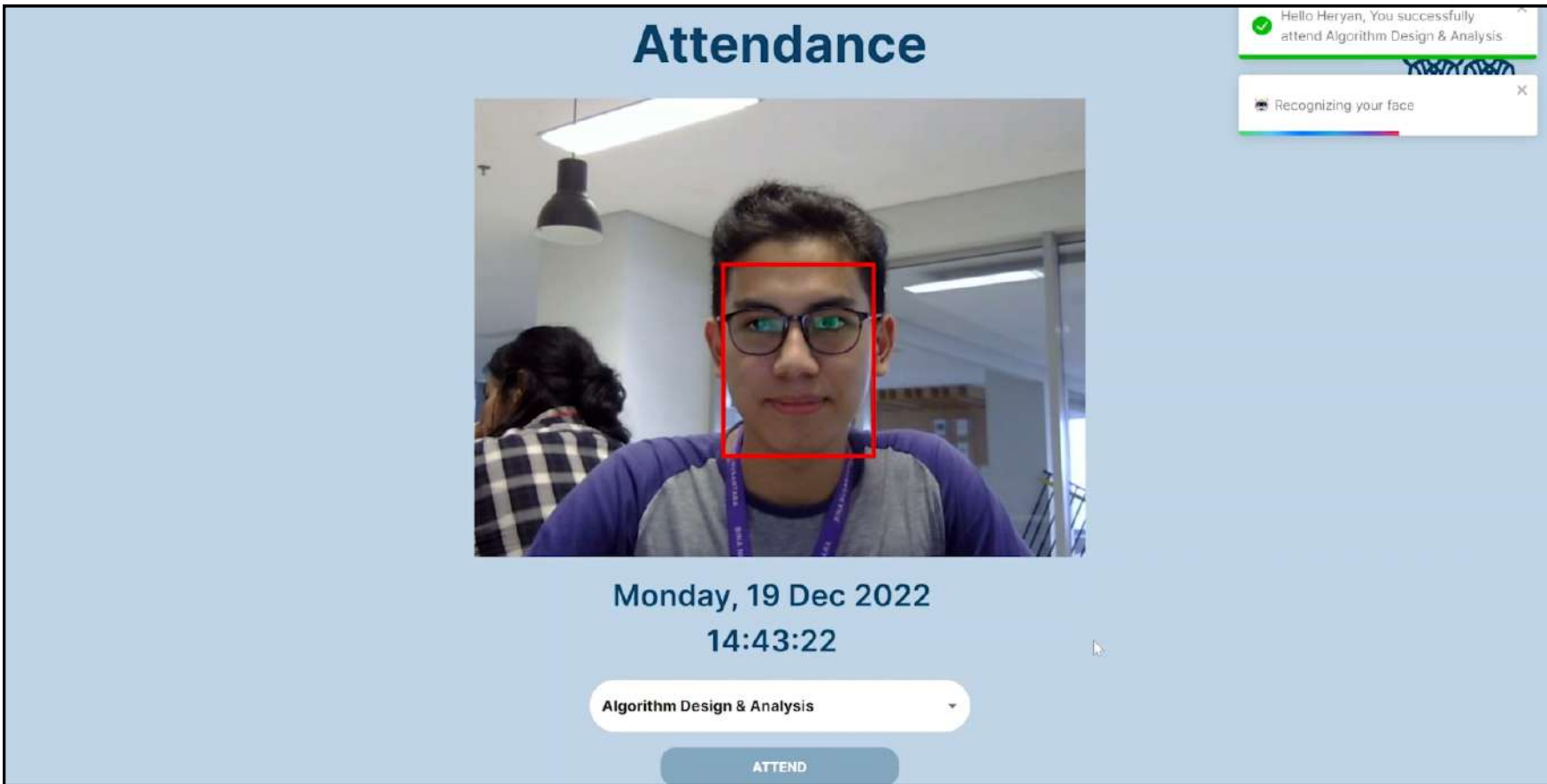
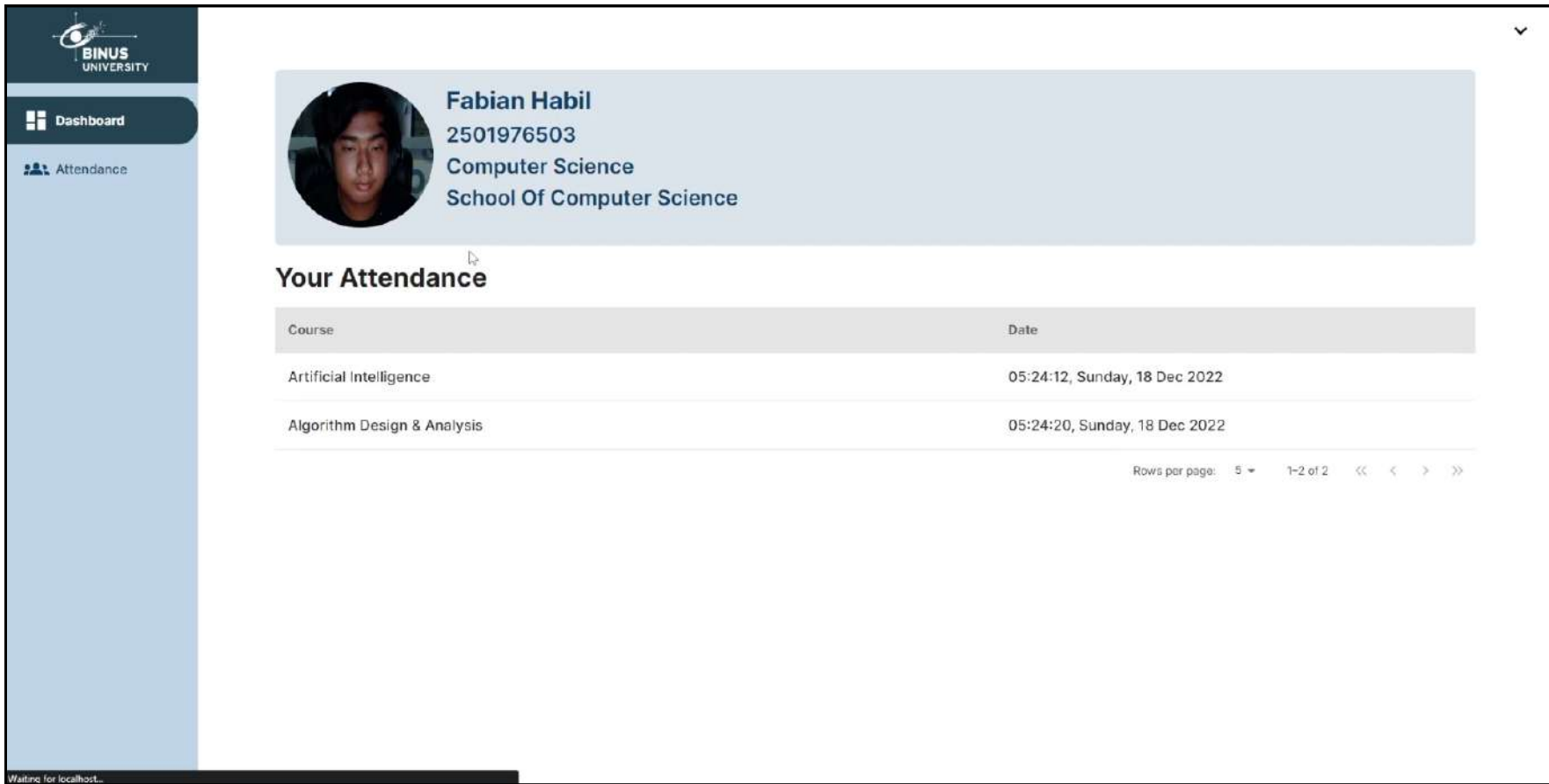
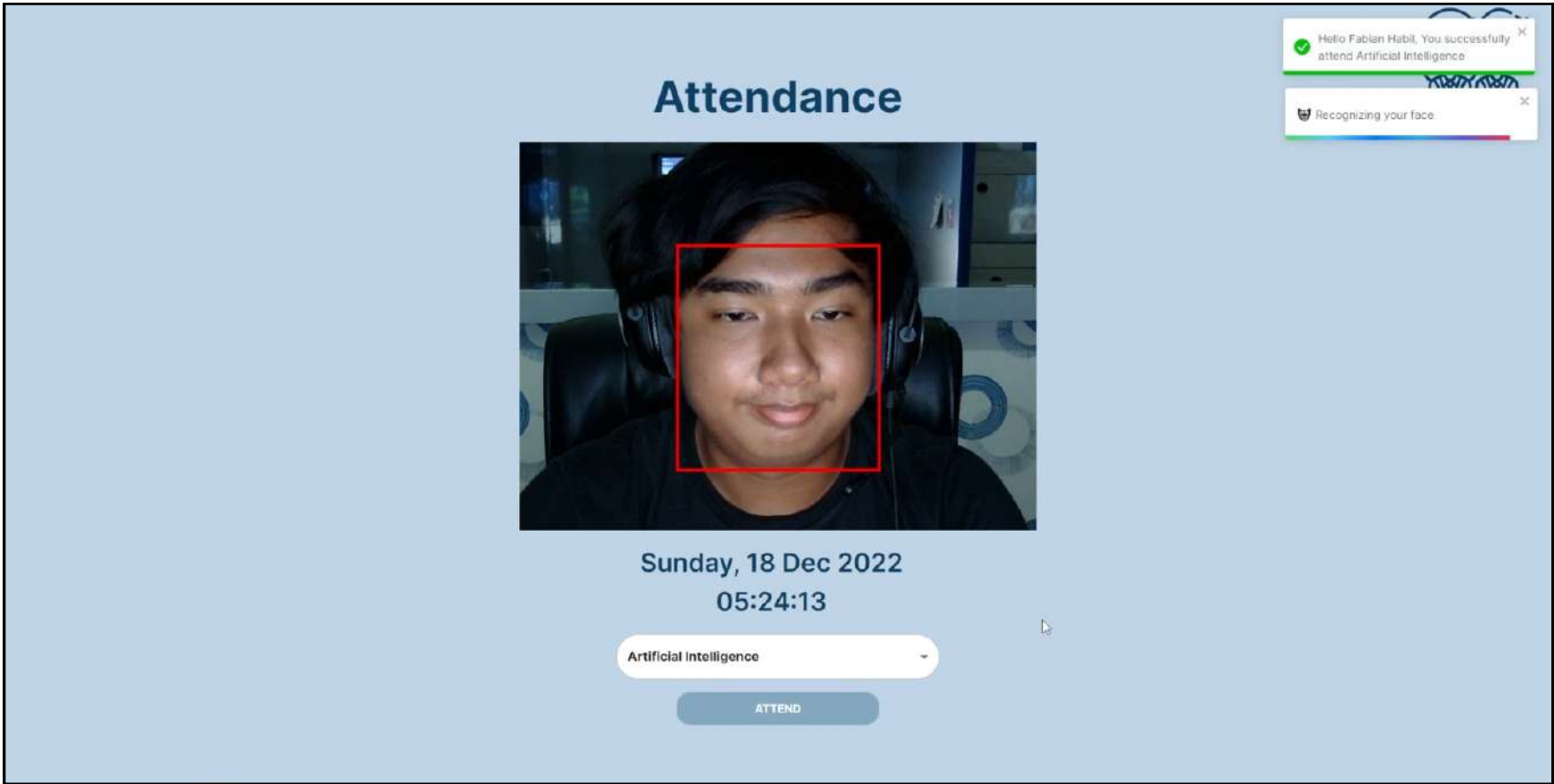
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This project aimed to fulfill the requirements for the course COMP6468031 in Computer Science at Bina Nusantara University

CONCEPT

The COVID-19 pandemic has caused a transition to online learning for all educational activities. Many institutions have adopted automated attendance systems through applications. However, as in-person classes resume, the attendance system still relies on traditional methods. There are several challenges with the existing attendance systems in different educational institutions. Therefore, an AI-based facial recognition attendance system is necessary to streamline processes for students, teachers, and educational institutions.

Attendee is an advanced attendance system that uses artificial intelligence and the HOG algorithm to identify faces. Its main goal is to simplify and speed up the attendance process while ensuring accuracy and preventing fraud. Designed specifically for schools and universities, Attendee requires only a basic webcam to efficiently record attendance. By improving attendance management, the system aims to enhance teaching and learning activities.



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ROLE
Full-stack Developer

TECH
Programming Languages
Typescript SQL

Libraries and Frameworks
Express.js Next.js
TypeORM Material UI

Databases
MySQL

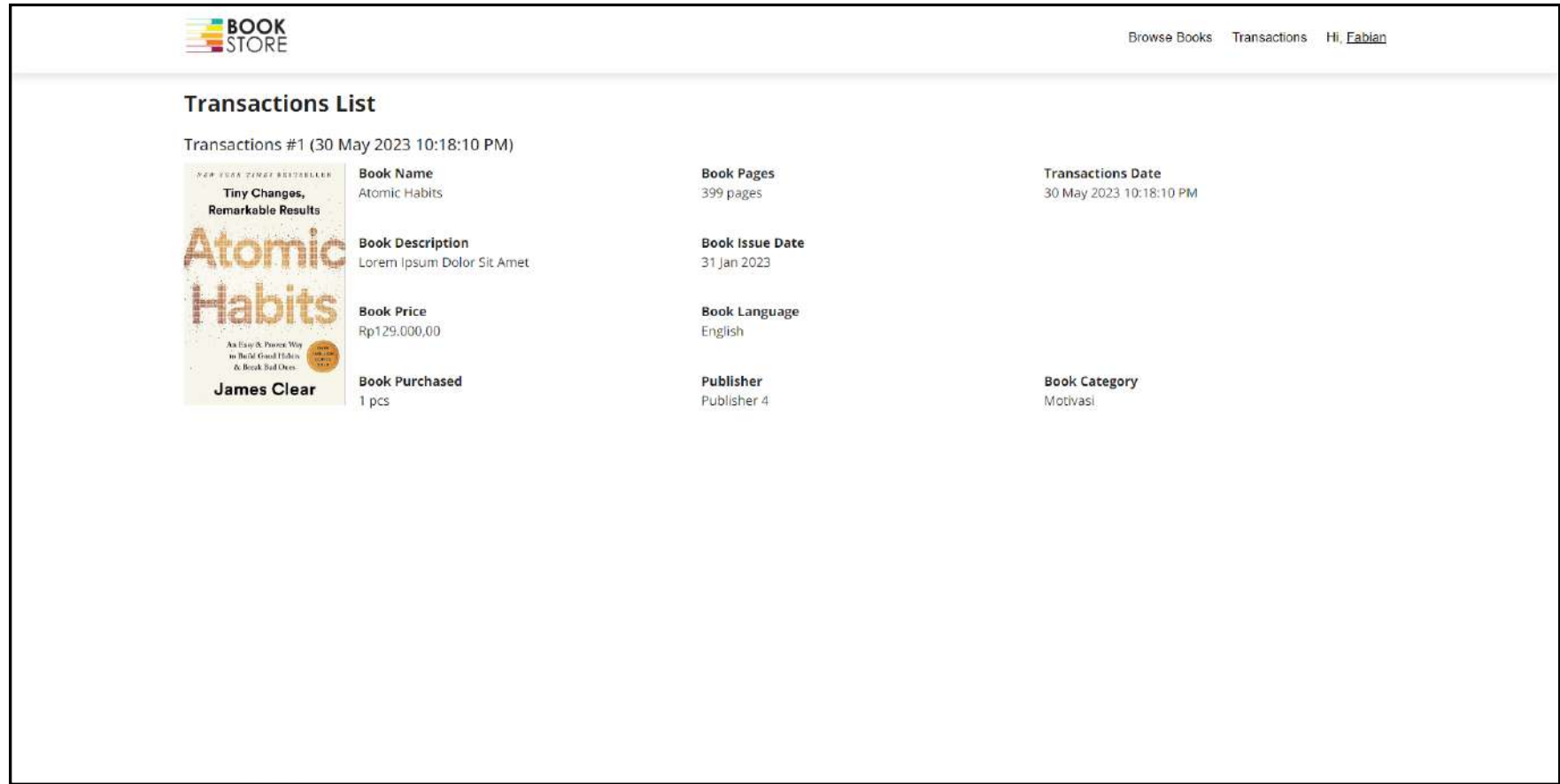
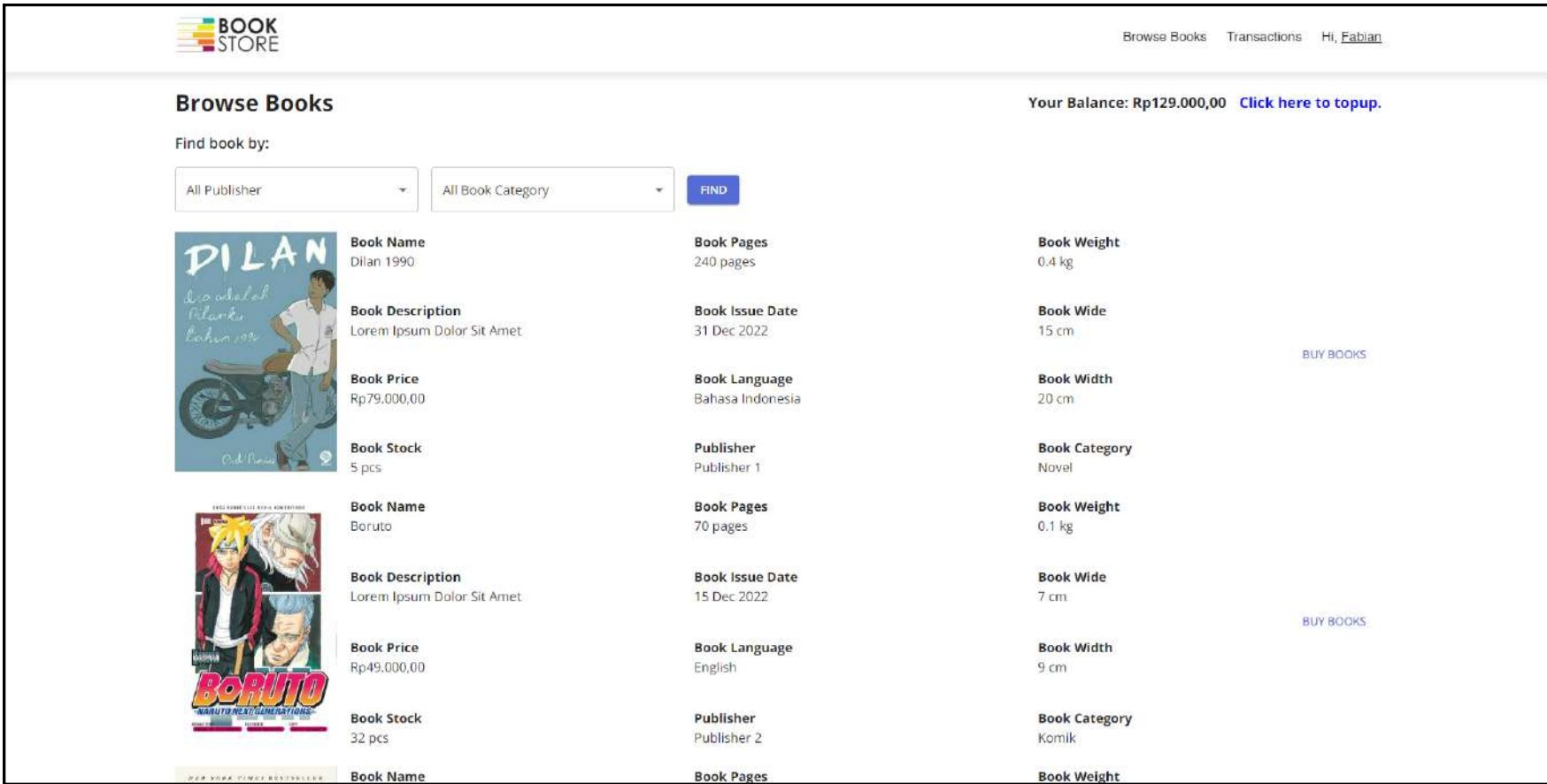
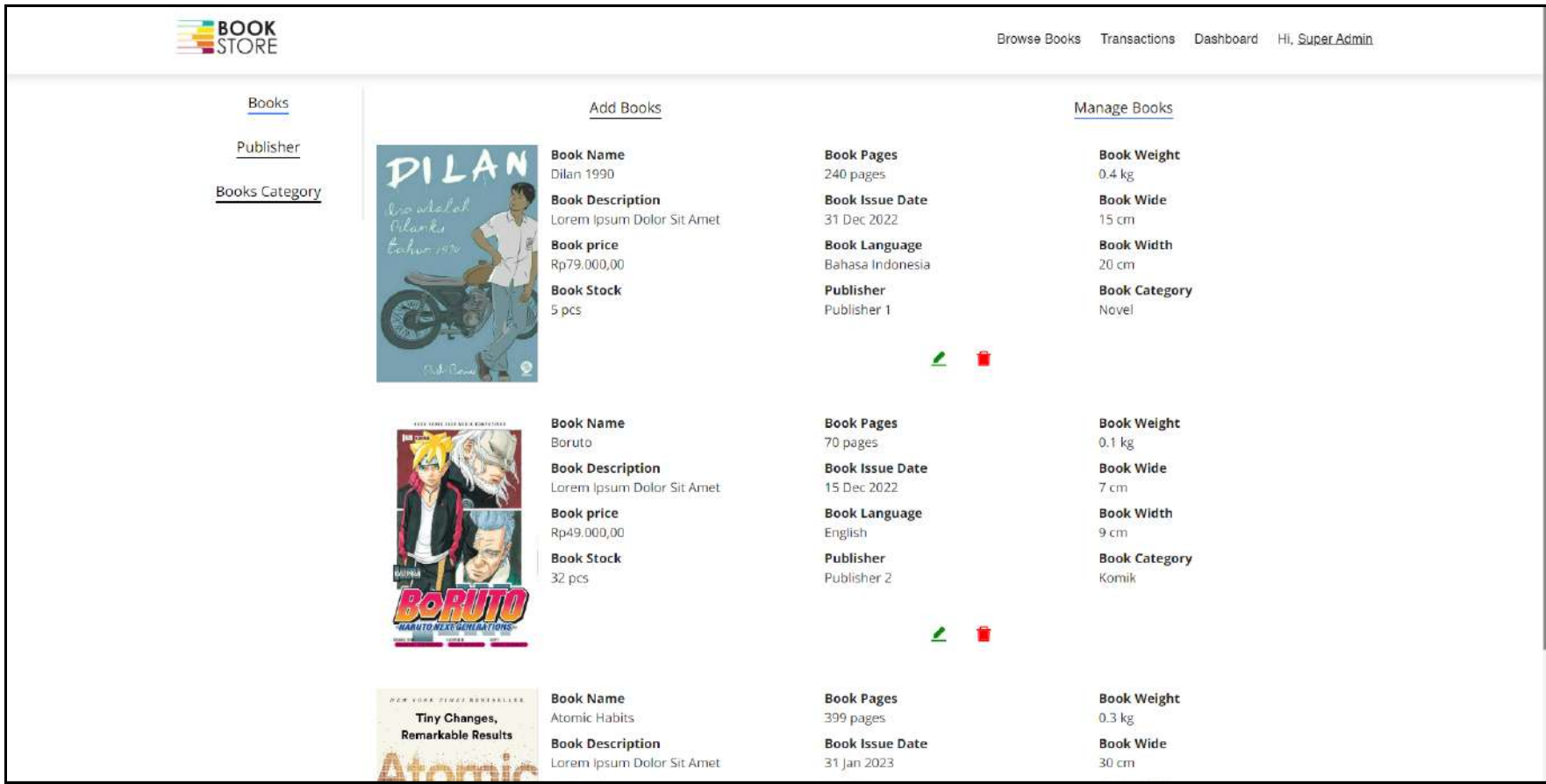
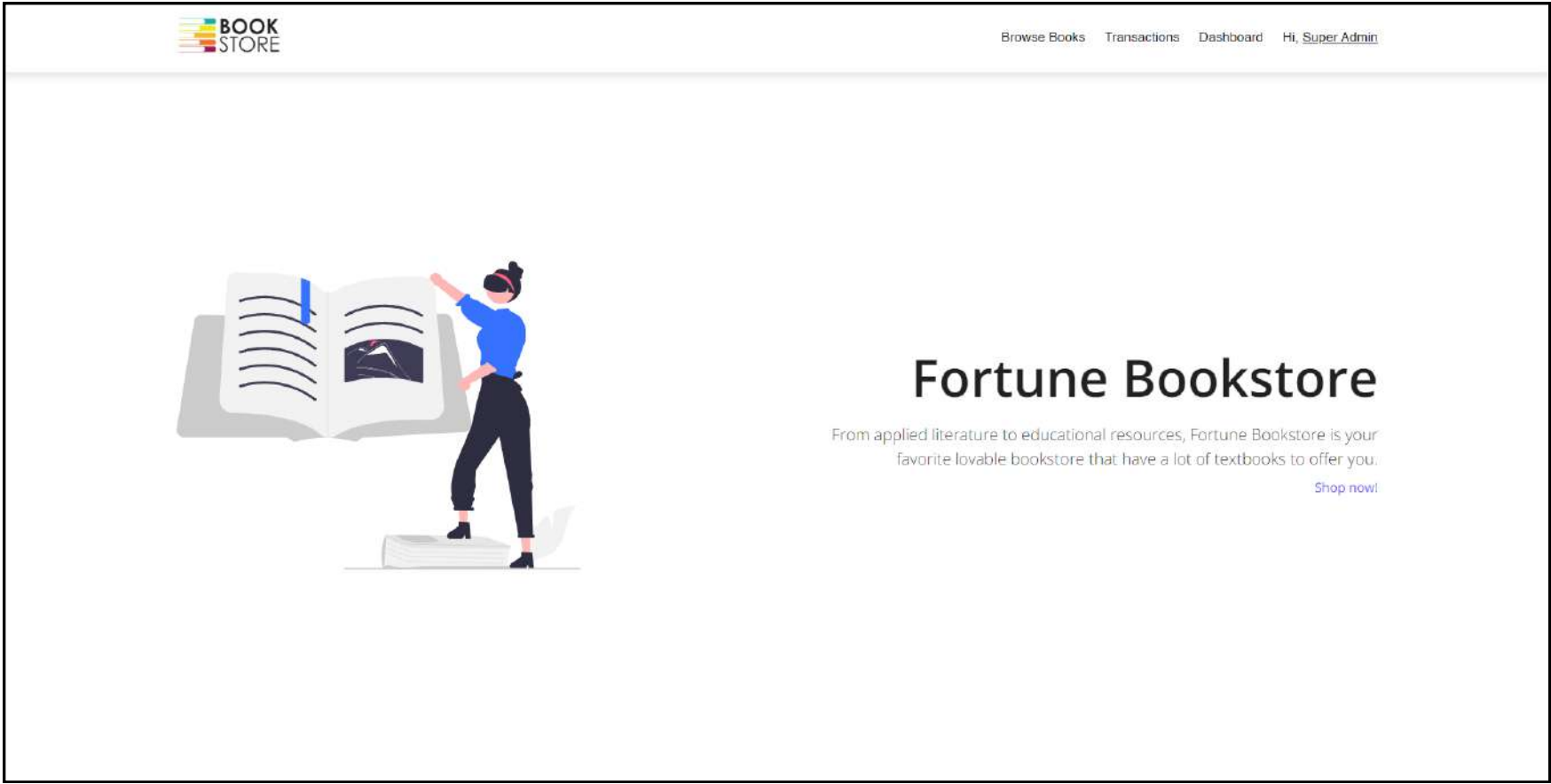
PUBLICATION LINK
<https://github.com/fabianhabil/fortune-bookstore>

<https://youtu.be/kGSQuEBQIEI>

This project aimed to fulfill the requirements for the course COMP6847031 in Computer Science at Bina Nusantara University

Fortune Bookstore: A New Way of Shopping Your Favorite Book.

Fortune Bookstore is the first project I worked on as a full stack developer that created to fulfill the requirements for the course COMP6847031 in Computer Science at Bina Nusantara University. Previously I only worked on the front end and only integrated with the backend using the REST API; working on this project made me interested in becoming a full stack developer. The Fortune Bookstore is expected to become an online bookstore that helps people shop for books remotely so they don't have to visit the store directly.



YEAR
2022

ROLE
Frontend Developer
UI/UX Designer
Embedded System Developer

Alongside with
I Nyoman Yogasmara
Girenda Dhiandre

TECH
Programming Languages
Javascript C++

Libraries and Frameworks
Next.js
ESP Async Web Server

Hardware
ESP32

PUBLICATION LINK
<https://github.com/fabianhabil/fyg-iot>

<https://youtu.be/kGtCep5hEHA>

This project aimed to fulfill the requirements for the course COMP6846031 in Computer Science at Bina Nusantara University

CONCEPT

Interactive LED with IoT and communicating via HTTP

FYG-IoT is my first project to get into the Internet of Things that created to fullfill the requirements for the course COMP6846031 in Computer Science at Bina Nusantara University. Using ESP32 as a web server, I created a client to interact with ESP32 using HTTP. Apart from just turning the lights on and off, we implemented a brightness system in this project by modifying the power pin and installing the photosystem module, so the lights will turn on and dim according to the surrounding light.

