# Fernando Asikin

# Fresh Graduate Computer Science from BINUS University

Tangerang, Indonesia | Phone: 0878-0878-1012 | Email: <a href="mailto:fernandobumibaru@hotmail.com">fernandobumibaru@hotmail.com</a> | Website: <a href="mailto:https://fernandoasikin.github.io/">https://fernandoasikin.github.io/</a>

#### **SUMMARY**

a Computer Science Studies fresh graduate of BINUS University with a CGPA of 3.72 which are fast-learning and curious to learning new things. I love to use my creativity, ideas, and my skills to create a creative idea that not only looks beautiful but also can be useful for many people. During my college year, I actively participated in organizations to hone my abilities and skills. I also have working experience in UI/UX and Data Science. Highly interested and open to opportunities in Product Management, UI/UX, Data Science, and tech related jobs.

#### **EXPERIENCE**

#### PT Telkom Indonesia – Jakarta, Indonesia

Data Scientist Intern (March 2022 - February 2023)

- Implemented speech-to-text from a real time speaker API and developed a large audio dataset from VoxCeleb1 dataset with 2-7 speakers consisting of 700 conversations.
- Annotated KTP image using Labellmg app for making more than 300 images for labeling purposes and create a system using YOLOv7 and EasyOCR that can read e-KYC.
- Generated more than 1000 synthetic KTP, for training object detection model.

### PT Mitra Optimal Data Solusindo - Tangerang, Indonesia

UI/UX Designer Part-Time (April 2022 – December 2022)

- Developed a design system for tax applications with reusable components and description on 3 platforms such as Android, Web, and iOS with Figma.
- Designed the wireframes and high-fidelity UI for the application on 3 platforms.
- Used an agile method for completing work that has a tight deadline, presented the app designed result in SCRUM meeting, and had a meeting every 2 days to stay updated on the project progress.
- Conducted a usability testing on the prototype and real application to know their feedback on the project progress and improving the project based on the feedback.
- Worked with 4 teams such as project manager, front-end developer, back-end developer, and graphic designer to deliver the right user interface for the application.

#### **BNEC (BINA NUSANTARA ENGLISH CLUB)**

Public Relation Manager (March 2020 – March 2021)

- Scheduling, maintained, and updating BNEC social media from the collaboration with a wide range of teams.
- Explored an interesting topic and compete with other members of the public relation manager every 1 month to be published on the BNEC website.
- Attended various events from other organizations that are related to BNEC.

# **EDUCATION**

#### **UNIVERSITAS BINA NUSANTARA (2019 - 2023)**

Bachelor of Computer Science - GPA 3.72

#### **SKILLS**

- UI/UX: Figma, Canva
- Front-end: Flutter, HTML, CSS
- Programming Languages: Python, C, SQL
- Prototyping
- Teamwork
- Creative Thinking
- Machine Learning

# **CERTIFICATION**

### PRODUCT MANAGEMENT MINI COURSE

March 2023

# CERTIFICATE OF COMPETENCIES - QWORDS UI/UX VIRTUAL INTERNSHIP EXPERIENCE PROGRAM

January 2023, 155494IAPFGIQ2512023

# CERTIFICATE OF ACHIEVEMENT - QWORDS UI/UX VIRTUALINTERNSHIP EXPERIENCE PROGRAM

January 2023

# **CERTIFICATE OF APPRECIATION - BNEC**

2020-2021

#### **SQL (BASIC) CERTIFICATE**

November 2021, C2ABBC332C25

# **GOOGLE EXPLORE ML**

November 2020

#### **SKILL CERTIFICATION - ALGORITHM & PROGRAMMING**

January 2020, 2004/SC/APS-191-3-19/000055

# **CERTIFICATE OF COMPLETION - KUMON MATHEMATICS**

June 2016

#### **CERTIFICATE OF COMPLETION - KUMON EFL**

June 2015