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EDUCATION:

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Computer Science

Graduated May 2025

Cumulative GPA: 3.6/4.0

- **Coursework:** Structure & Interpretation of Computer Programs, Data Structures, Discrete Math and Probability, Efficient Algorithms and Intractable Problems, Intro to Artificial Intelligence , Principles & Techniques of Data Science, Computer Security, Introduction to the Internet: Architecture and Protocols, Introduction to Full Stack Development, Linear Programming and Network Flows.

TECHNICAL SKILLS:

Skills: Python, C++, Java, Github, SQL, Regex, MATLAB, CSS, HTML, JavaScript, Golang, AMPL, React.js, Excel, Figma.

EXPERIENCES:

Profesional Telekomunikasi Indonesia | Leading digital infrastructure company in Indonesia

Jakarta, Indonesia

Data Engineer & Analyst Internship

Jun 2024 - Aug 2024

- Built a predictive machine learning model to assess customer churn probability, achieving 82% accuracy, which informed the company's Customer Retention (CRM) strategy.
- Cleaned, merged, and transformed large-scale datasets using Python (pandas), working with over 87 million records.
- Analyzed customer lifecycle timelines and conducted exploratory data analysis to uncover behavioral trends and key churn indicators, informing customer retention strategies.
- Documented processes and presented findings to senior IT stakeholders; the predictive model remains in use to support ongoing data-driven decision-making and has contributed to a projected 15% reduction in churn over time.

Maybank | Leading Malaysian multinational bank in Southeast Asia

Bandung, Indonesia

Data Analyst Internship

July 2022 - Aug 2022

- Designed and analyzed 2 million customer surveys using Google Forms and Python (pandas), revealing that limited device performance on low-end smartphones was a key barrier to the effective use of Maybank's mobile app.
- Proposed and prototyped a 'lite' version of the mobile app using Figma, then programmed a functional version focused on core features like balance viewing, sending, and requesting funds. Projected to increase app accessibility and usage among low-end device users by 30%.
- Contributed insights to the IT/business analysis team to improve digital service accessibility & customer satisfaction.

PROJECTS: (code files available at GitHub)

NGordNet:

- Built a historical linguistics database in Java, tracking how English has evolved over time.

Build Your Own World:

- Developed a 2D tile-based world engine in Java, enabling exploration, item interaction, and map generation.
- Designed custom player controls and modular tile behaviors to support gameplay mechanics.

Dishcovery:

- Created a full-stack web application using HTML, CSS, JavaScript, and API integration to let users search recipes, explore global cuisines, and discover random meals.
- Focused on intuitive UI and responsive design for enhanced user experience.

ReChord:

- Developed a music-sharing platform with user authentication, profiles, playlists, song rating system, and music news.
- Integrated external APIs (Spotify, Last.fm, News API), using React.js, Node.js, and MongoDB.

VibeVault:

- Designed and implemented a normalized SQLite database to manage artists, albums, songs, users, and playlists, optimized with indexes and views for efficient querying.

LANGUAGES & INTERESTS:

Languages: Bilingual proficiency in English & Indonesian, Beginner in Chinese.

Hobbies: watching movies and TV series, playing video games, exploring new foods, and staying active through sports.