HASBY FAHRUDIN

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PROFESSIONAL SUMMARY

Through my 5+ year professional journey, I developed a skill which allows me to excel in AI technology implementation, product management, and engineering leadership. With a strong foundation in managing teams, my passion lies in exploring the intersection of technology and philosophy, driving innovative solutions while fostering collaborative environments.

KEY SKILLS

TECHNICAL SKILLS:

- · Programming languages: Python, C++, C#, HTML, CSS, Javascript.
- · ML and CV libraries: Tensorflow, Pytorch, Scikit-learn, OpenCV.
- · Cloud Computing Service: AWS Suite. | Game Engine: Unity (VR, Desktop).
- · Backend Development: Node.JS, Flask, Django.

PRODUCT & TEAM MANAGEMENT:

- · Development tools: JIRA, Confluence, Github. | Design tools: FIGMA, CANVA.
- · Managing AGILE based development cycle (Scrum, Sprint).
- · Design Product Roadmap, Feature Validation Cycle, Pitch Deck, and Report for various Stakeholders.
- · Create product marketing and pricing strategy.

EXPERIENCE

ENGINEERING MANAGER | AIBrain, Inc | Aug 2023-Present

- · Lead and manage a team of engineers throughout the entire product development lifecycle.
- · Collaborate with cross-functional teams to align products with company vision and market demands.
- · Develop product roadmaps, set goals, and strategically manage risks during the product development process.

LEAD SOFTWARE ENGINEER | Crosscert, Inc | May 2021-Apr 2023

- · Developing AI products using Machine Learning and various advanced algorithms.
- · Lead architecture and design decisions based on product requirements with cross-disciple teams.
- · Conduct product exploration and competitive benchmarks.

RESEARCH ASSISTANT | Seoul National University of Science and Technology | Mar 2020-Sep 2022

- · Reduce overfill and delay of Wireless VR by utilizing machine learning methods.
- · Few-shot learning enhancement and doing a benchmark on various enhancement methods.

SOFTWARE ENGINEER | IDEMIA | Jun 2019-Feb 2020

- · Specialize in developing and maintaining large scale company development tools.
- · Create and execute test cases off device and on device software.

EDUCATION

Seoul National University of Science and Technology | 2020-2022

- · Master of Science | Electrical and Information Engineering | 4.25 of 4.50.
- · Thesis: Combining Improvements in Model-Agnostic Meta-Learning.

Institut Teknologi Sepuluh November | 2015-2019

- Bachelor of Engineering | Electrical Engineering | GPA: 3.3 of 4.00.
- Thesis: Deep learning based facial expressions recognition system for assisting visually impaired persons.