

# IMMANUEL SINAGA

## COMPUTER SCIENCE

### SUMMARY

Undergraduate student with an interest in how systems and processes can be made more efficient and effective. Enjoys working on practical problems, improving how things work, and finding better ways to organize and complete tasks. Focused on efficiency and optimization, with a steady and thoughtful approach to learning and collaboration.

### CONTACT

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Portfolio: [immanuel-sinaga.github.io](https://immanuel-sinaga.github.io)

### EXPERIENCE

#### MauMurah! | 2025 Semester 4 (Team Project)

Campus food-rescue marketplace (e-Commerce) prototype

- Handled all backend and database development and took major responsibility of implementing the designed UI/UX for the prototype; collaborated evenly on research, interviews, and design tasks.
  - Designed a student-facing marketplace to let canteen vendors offer end-of-day meals at discounted prices via flash sales—aimed at reducing waste and helping students save.
  - Planned the work through interviews and feature comparisons, researched related papers and similar solutions, translated findings into a Figma UI/UX, built the backend and frontend, and wrapped with a demo presentation.

#### Polite Attire Check (PAC) | 2024 Semester 3 (Team Project)

AI-assisted camera system for dress-code checking (AI Model) prototype

- Developed all stages of the AI model development pipeline (data preprocessing, augmentation, and training) and handled most of the data collection; collaborated on reporting and presentation tasks.
  - Uses a camera and computer vision to check student attire against campus rules and automatically flag likely violations—aimed at consistent, efficient enforcement without constant staff monitoring. Optional light/speaker cues provide on-the-spot warnings.
  - Planned the work through policy review, feature comparisons; model training—preparing the data (cleaning, labeling, basic normalization) with simple augmentation; trained a YOLO model and ran a webcam demo.

#### Pintani (Pintar Bertani) | 2024 Semester 2 (Team Project)

Mobile UI/UX app and product concept for farmers

- Took major responsibility for the UI/UX design and interactive Figma prototype demonstrating the app's concept and flow; collaborated evenly on research, interviews, task analysis, and ideation.
  - Designed a farmer-friendly mobile interface that surfaces crop health, local environment info, pest alerts, and a simple camera check—kept layouts clear and easy to navigate.
  - Followed an HCI process: defined users and features, created grouped UI mockups, then ran an online questionnaire after a demo video to collect quantitative/qualitative feedback; iterated visuals (e.g., background color, notification layout, home icon).

### EDUCATION

#### Binus University | 2023-2027

Computer Science Major (Network Technology)

- GPA: 3.64 (4th Semester)

#### SMA BPK Penabur Bogor | 2020-2023

Science Major

- TIK Extracurricular Program

### LANGUAGES

Indonesian | English

#### Advanced English | 2024

BINUS University Certificate

### TECHNOLOGIES USED

Python (YOLO, OpenCV, NumPy, Pandas, Matplotlib, and other tools), C, C++, Go, Java, PHP, Figma, HTML, CSS, JavaScript, SQL, Linux, Microsoft Office, Cisco Packet Tracer, UI/UX prototyping, research and collaboration (experimental: Docker, Kubernetes, Azure, Terraform, Android Studio).