JESSICA RYAN

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SUMMARY

Enthusiastic and dedicated learner with growing experience in UI/UX design, frontend development, and data science. Currently deepening my knowledge in artificial intelligence as a fifth-semester student, I am eager to explore new challenges and technologies. Through projects, competitions, and previous work experience, I've developed strong communication, collaboration, and technical skills. Passionate about technology and continuous improvement, I bring both curiosity and a collaborative spirit to every opportunity.

EDUCATION

Bina Nusantara University   **August 2022 - Present**
Bachelor of Computer Science   Expected Graduation: 2026
GPA: 3.84 / 4.00

EXPERIENCE

Subject Coordinator Staff | Full-time   **February 2024 - Present**
Software Laboratory Center, Bina Nusantara University

- Coordinated lab curriculum focused on database design, human and computer interaction, and business application development, supporting **700+ students annualy**.
- Maintained quality standards for lab assignments, exams, and projects, managing case creation and grading accuracy.
- Trained and supervised **50+ lab assistants** in related subjects, ensuring effective communication and collaboration to deliver consistent and high-quality lab sessions across all classes.

Software Laboratory Assistant | Full-time   **February 2023 - February 2024**
Software Laboratory Center, Bina Nusantara University

- Instructed **7 - 10 classes each semester**, delivering hands-on learning experiences in various technical subjects.
- Developed lab cases, performed corrections, and produced video-based learning materials to enhance learning experience.
- Successfully completed training and qualifications for each subject area before teaching.
- Participated in the Test Progressive Assistants (TPA), covering diverse topics including game development with Unity, desktop application with ReactJS, Electron, and Firebase, web developmnent with NextJS, Go, PostgreSQL, mobile development using Kotlin in Android Studio, and networking with Cisco Packet Tracer.
- Participated in New Assistant Recruitment (NAR) as a trainer, teaching and creating database project case, including normalization and query exercises using SSMS, SQLite, and MongoDB.

PROJECTS

HRIS Cakra Motor 11   **May 2024 - Present**
- Designed the UI/UX for Cakra Motor 11's HRIS, covering employee management, scheduling, attendance, payroll, and leave tracking to enhance usability across core HR functions.
- Collaborated in weekly meetings with clients and development teams to ensure design solutions aligned with business requirements and user needs.
- **Technologies used:** Figma.

Trashare   **April - May 2024**
- Semifinalist at Hackathon FindIT 2024, Universitas Gadjah Mada.
- Trashare is a mobile application designed to connect households with nearby trash management organizations, allowing users to drop off or schedule pickups for their waste.
- Features include Google Maps integration for locating trash stations, AI for waste classification, and a gamification system that rewards users for proper disposal.
- **Technologies used:** React Native, TypeScript, MongoDB, Firebase, Python, Keras, and TensorFlow.

Reef Rascals   **February - March 2024**
- 3rd place at Hackathon 2.0, CodeFest Indonesia.
- Reef Rascals is a Web3 turn-based game featuring an in-game marketplace for asset trading, developed in a blockchain environment based on the Internet Computer Protocol (ICP).
- **Technologies used:** React, TypeScript, and Motoko.

Jam Nightmare   **January 2025**
- 2rd place at BGDJam 2025, Binus Game Development Club, a 3-day game jam competition.
- Features a lockscreen-based puzzle mechanic, where players must create patterns matching the given sequences.
- Designed engaging gameplay with elements of strategy and time management to enhance player challenge.
- **Technologies used:** Godot.

PUBLICATIONS

Harnessing Deep Learning for Ocular Disease Diagnosis   **March - May 2024**
- Submitted for and presented at the 9th International Conference on Computer Science and Computational Intelligence (ICCSCI) on 28 - 29 August 2024.
- This paper compares various deep learning architectures for diagnosing ocular diseases, highlighting their methodologies and algorithms to determine which model improves diagnostic accuracy the most.

TECHNICAL SKILLS

- **Programming Languages:** C/C++, C#, Java, Python, HTML, JavaScript, Typescript, CSS, PHP, Go
- **Frameworks:** Laravel, React, React Native, Next.js, GraphQL
- **Database:** MySQL, T-SQL, SQLite, MongoDB, PostgreSQL
- **AI & Data Science:** Pandas, NumPy, TensorFlow, Keras, Scikit-l