Jesslyn Trixie Edvilie

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West Jakarta, Indonesia

Summary

Computer Science undergraduate specializing in Intelligent Systems who translates complex algorithms into practical, user-facing software. I combine published applied ML research (co-author at ICCSCI 2025) with end-to-end development experience from a deployed MERN full-stack soundscape app to ML-powered tools and GUIs. Preparing for Apple Developer Academy 2026, aiming to pivot into mobile/iOS engineering while bringing strong product sense and advanced Mandarin proficiency for cross-cultural collaboration.

Education

BINUS University | GPA: 3.99/4.00 — Jakarta, Indonesia
Bachelor of Science in Computer Science, Specialization in Intelligence Systems — *Aug. 2023 – Feb 2027*

Apple Developer Academy | Cohort 2026 — Tangerang, Indonesia
Commencing March 2026 — *Mar. 2026 – Dec 2026*

Awards & Honors

2nd Winner Mandarin Story Telling Zhongwen Bisai 2024 — Malang, Indonesia
Universitas Negeri Malang — *June 2024*

2nd Place Winner, Mandarin News Reading Competition — Malang, Indonesia
Pusat Bahasa Mandarin, Universitas Negeri Malang — *November 2024*

Publications

Teguh, S. P., **Edvilie, J.T.,** *et al. "Enhancing Decision Tree Performance through Stacking Ensemble Learning for Sentiment Analysis"*, Procedia Computer Science (ICCSCI 2025). **Second author; Scopus Q2**
Note: ICCSCI 2025 acceptance rate ≈23%

Experience

Laboratory Teaching Assistant — Sep. 2024 – Jan. 2025
BINUS University (Bina Nusantara University) — *Malang, Indonesia*

- For the **Algorithm and Programming** course, led weekly hands-on lab sessions for over 60 students, teaching fundamental concepts of algorithms and programming logic in C.
- For the **Commercializing Emerging Technology** course, collaborated with the lead lecturer to conduct weekly lab sessions for over 40 students, guiding them on the practical application of emerging technology for business model creation.

Projects & Research

Enhancing Decision Tree Performance through Stacking Ensemble Learning — Feb. 2025 – Jul. 2025

- Co-authored a peer-reviewed paper published at ICCSCI 2025 (Scopus Q2). Served as primary technical writer.
- Collaborated on model evaluation and result interpretation for a stacking ensemble (Decision Tree + SVM), contributing analysis that highlighted improvements in sentiment classification accuracy (73.46% → 88.08%).
- Contributed to literature review and framing of findings, emphasizing the accuracy–interpretability trade-off in text classification.

DoodleDetect – Sketch Recognition Desktop App — Feb. 2025 – Jul. 2025

- Served as lead technical writer, producing detailed documentation of a hybrid pipeline (CLIP + SVM + FAISS) that outperformed a VGG-16 baseline (77.2% vs 69.4% Top-1 accuracy).
- Independently deployed the trained model into a Tkinter-based desktop GUI, enabling users to draw, classify, and view predictions in real-time.
- Delivered an interactive tool demonstrating how classical ML with strong embeddings can outperform deep networks in resource-constrained tasks.

CeritaNusa – AI-Powered Indonesian History Learning App — Feb. 2025 – Jul. 2025

- Built the admin dashboard in React.js to manage historical content and quizzes for an NLP-powered summarization feature (BERT).
- Integrated CRUD workflows to support content team, forming a key part of the MLOps pipeline for model deployment.
- Contributed to system evaluation through Blackbox and User Acceptance Testing, improving stability from 1 failure/7 tests (v1.0) to 0 failures/8 tests (v1.3)

Nagiscape – Full-Stack Ambient Sound Mixer (MERN Stack) Jul. 2025 – Aug. 2025

- Developed and deployed a full-stack web application for personalized ambient soundscapes, built with React, Node.js, Express, and MongoDB, and hosted on Vercel.
- Implemented secure authentication with JWT, password reset via email, and account management features.
- Engineered dynamic audio mixing with a responsive, glassmorphism-style interface; enabled users to save and load custom sound "mixes."

Activities

Staff Member, Academic Events Division & Master of Ceremonies Mar. 2024 – Dec. 2024

Himpunan Mahasiswa Teknik Informatika (HIMTI) *Jakarta, Indonesia*

- Served as the **primary Master of Ceremonies** for HIMTI's major academic workshops and bootcamps, including "AI 101: Exploring Object Detection" with an NVIDIA expert.
- Led weekly **supplementary instruction sessions (Responsi)** in Discrete Mathematics for undergraduate students, bridging theory with practical problem-solving.
- Acted as **technical mentor and MC** at Digifest AR Competition, guiding student teams while hosting the main event.

Certifications

Web Development

- **freeCodeCamp** (2025): Backend Development and APIs; Relational Database; Data Visualization; Front End Development Libraries; JavaScript Algorithms & Data Structures, Responsive Web Design.

Python and Artificial Intelligence

- **Harvard CS50** (2024): Introduction to Python; Introduction to Artificial Intelligence with Python.
- **NVIDIA Deep Learning Institute** (2024): Fundamentals of Deep Learning.

Technical Skills

Programming Languages: Python, C, Java, JavaScript, HTML, CSS, SQL
AI/ML: TensorFlow, PyTorch, SciPy, Scikit-learn, Pandas, NumPy, Matplotlib, OpenCV
Web & App Development: React, Next.js, Tailwind CSS, RESTful API Design, Tkinter
Developer Tools: Git, GitHub, Docker, CI/CD Pipelines
Data Science & Analytics: Data Cleaning, Exploratory Data Analysis (EDA), Data Visualization
Soft Skills: Research & Analysis, Technical Writing & Communication, Project Coordination & Team Leadership, Mentoring & Public Speaking, Proactive & Independent Learner

Languages

English (Professional Working Proficiency)

Chinese (Advanced Proficiency)

Indonesian (Native)