Muhammad Zunan Alfikri

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PROFESSIONAL EXPERIENCES

IT Support Intern at Ruangguru (Yogyakarta, Indonesia) *May 2019 - July 2019*

- Responsible for managing (maintain, install software) on 500 computer devices and 500 smartphones. In this period, I solved more than hundred of user problems. I also proposed a new system for managing those devices.

Freelance Math Tutor (Bandung, Indonesia) *Feb 2019 - Nov 2019*

EDUCATION

Bandung Institute of Technology (ITB) *Aug 2018 - Now*

*Bachelor of Engineering (B. Eng), Informatics / Computer Science. GPA **3.97 of 4.00**.*

Activities:

- **Teaching Assistant for Introduction to Computation**
  Responsible for teaching in coding-hands-on session and correcting students work.
- **Programming Division on Traditional Robot Dance in Robotic Team ITB (URO ITB)**
  Make program in microcontroller (teensy, opencv, arduino nano) for build robot mechanism, make mechanism for communication between 2 robots, and make algorithm for walking.
- **Deputy Head of Competition and Community in Informatics Student Union (HMIF Tech ITB)**

NOTABLE ACHIEVEMENTS

- **1st Winner, PLAIDEA AI Idea Development Competition** (2020). Developed a product called "Bye Trash". *Bye Trash* is automatic garbage sorting with image processing. *Bye Trash* classifies waste into six types and got 90% prediction score.
- **3rd National Winner, Data Mining GEMASTIK XII** (2019). Developed a leaf recognition model on eleven types of leaf with transfer learning and training from scratch using Keras.
- **National Best Paper, National Data Summit Telkom University** (2019). Developed an image classifier model for garbage sorting.
- **Other Achievements** : Awardee on PPA (Peningkatan Prestasi Akademik) ITB Scholarship, 1st Winner on Electrical Engineering Competition UGM (2018),1st Winner on "Olimpiade MIPA dan Komputer ke-6 UAD se-DIY dan Jateng" (2018), 3rd Regional Winner on National Science Olympiad (2017).

RELEVANT PROJECTS

- **Real-time Object Detection** (2020) -- Built a real-time object detection using webcam with YOLO weight.
- **World War Game** (2019) **--** A Command-line two player world war games using C language. Built data structure from scratch using graph, queue, stack, matrix, linked list, and other Abstract Data Type (ADT). This game saves the game state into the file and load saved game state from a file.
- ***Matrix!*** (2019) -- A Matrix calculator programs built in Java language.
- **Garbage Image Classification** (2019) -- Built a Convolutional Neural Network Model for classify seven type of Garbage. The latest prediction score is 90%.
- **Image Recognition** (2019) -- Built an image recognition using euclidean vector and vector distance.
- ***MyPortofolio*** (2018) -- Built a personal website using HTML, CSS and deployed to website.

SKILLS

Python, C++, Machine Learning, Data Science, Git