Muhammad Rafi Isnaen

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EDUCATION

University of Bina Nusantara, Bachelor of Computer Science, GPA: 3.79 / 4.0

Sep 2023 - Jun 2027 (Expected)

• Majoring Computer Science in BINUS @Bandung fifth Semester, Software Engineering specialization in BINUS @Kemanggisan.

Relevant Coursework: Object Oriented Program, Software Engineering, Agile Methods, Data Structures & Algorithms, Scientific

Computing, Artificial Intelligence **Member:** HIMTI BINUS, UREEKA

TECHNICAL SKILLS

Programming Langauges: Python, Java, C, C#, JavaScript, TypeScript, Dart, SQL

Frameworks & Tools: React, TailwindCSS, Next.Js, Flutter, Postman, NumPy, Pandas, Tensorflow/Keras, CrewAI, Matplotlib, LangChain, Flask, Streamlit, MySQL, Microsoft Azure, Tableau, SAP Analytics Cloud, ASP.NET, Google Collab, GitHub, Figma, Jira, Notion

EXPERIENCES

The 10th International Conference on Computer Science and Computational Intelligence 2025 (ICCSCI)

Online

Researcher | Data Acquisition, Data Preprocessing, Python, Numpy, Matplotlib, Pandas, Tensorflow

Feb 2025 – Aug 2025

- **Spearheaded research** on B-cell Acute Lymphoblastic Leukemia (B-ALL) detection through image classification, comparing CNN, YOLOv11, and Vision Transformers.
- Managed the end-to-end research pipeline, from data acquisition and preprocessing to designing a standardized CNN architecture and conducting rigorous performance evaluations using 8+ distinct metrics.
- Authored a research paper on the findings, which was successfully presented to an international academic community, contributing new insights to the field of medical image classification.

BINUS UNIVERSITY Onsite

3x Teaching Assistant | Trial Class teaching

Nov 2024 - Jan 2025

- Mentored 145+ high school students in algorithmic logic, problem-solving principles, and software development fundamentals using Blockly and MIT App Inventor, fostering early interest in technology.
- Assisted lecturers in delivering introductory lessons on programming, providing guidance and simplifying complex concepts for beginners.

Universitas Brawijaya Hology 2.0 Hackathon 2025

Online

Web Development | React, TailwindCSS, TypeScript

Aug 2025 - Sep 2025

- Led the front-end development for "BukaPajak," a web3 platform designed to enhance transparency in public tax management by building a responsive and interactive UI with React, TypeScript, and TailwindCSS.
- Implemented data visualization features for the tax allocation transparency dashboard and integrated the front-end with backend smart contracts to ensure real-time and publicly verifiable transaction logging.

Universitas Sviah Kuala INFEST Hackathon 2025 (Ongoing)

Online

Software Development | Ideation & Data Research, Collaborative Problem Solving

Oct 2025 - Present

- Architected the system workflow for "Teman Usaha," an AI-powered Investment-as-a-Service platform connecting investors with Micro, Small & Medium Enterprises (MSMEs) in remote Indonesian regions.
- Coorperating the conceptual **AI Processing Pipeline**, incorporating a Fraud Detection Engine (Isolation Forest), a Clustering Engine (K-Means/DBSCAN) for MSME segmentation, and a Credit Scoring Engine (XGBoost) to assess investment viability.
- Contributed to ideation, system workflow, and data research, defining the core value proposition and technical requirements to ensure a secure, transparent, and scalable investment ecosystem.

PROJECTS

BukaPajak | Javascript, React, Next.Js, TailwindCSS, GitHub, HTML

Aug 2025 – Sep 2025

- Engineered a responsive and interactive front-end using React, TypeScript, and TailwindCSS for a Web3 platform designed to enhance transparency in public tax management.
- Developed key data visualization features for the tax allocation dashboard and integrated the user interface with backend APIs and smart contracts to ensure real-time, verifiable transaction logging.

SocMedVA | Flutter, Dart, Python, Google AI Studio, Vosk, Pyttsx3

- **Spearheaded the development** of an AI-integrated mobile app that provides elderly users with real-time, voice-activated guidance for navigating social media via an intuitive screen overlay.
- Architected and implemented the end-to-end AI pipeline, integrating Vosk for speech-to-text, a prompt-tuned Gemini model for instruction generation, and pyttsx3 for text-to-speech output.
- Acted as **Scrum Master**, guiding a team of five through the scrum (agile methods), from initial configuration and sprint planning to final application delivery.

Chattipus Bottotipus | Python, Streamlit, LangChain, OpenRouter

Aug 2025 - Sep 2025

- Engineered a highly customizable AI chatbot featuring adjustable LLM parameters, automated conversation summarization, and multi-model support through the OpenRouter API.
- Independently researched and integrated LLM parameter tuning (temperature, top-p, top-k) to provide users with fine-grained control over response generation for various use cases.

Tunaskarsa | Flutter, Dart

Nov 2024 - Dec 2024

- **Developed a mobile application** to help parents manage children's screen time through a gamified system that locks the device and requires educational quizzes to be completed to earn more usage time.
- Engineered the core screen-time management logic, including the countdown timer, user notification system, and an override algorithm that automatically brings the app to the forefront when time expires.

LogTech | MySQL

Oct 2024 - Jan 2025

- Architected a complete relational database schema for a simulated logistics company in order to modeling its transition to a
 digital-first operational concept.
- Led the data normalization process from Unnormalized Form (UNF) through Third Normal Form (3NF), analyzing functional dependencies and resolving data anomalies to ensure database integrity.

ORGANIZATION & LEADERSHIP EXPERIENCE

Himpunan Mahasiswa Teknik Informatika (HIMTI)

Jakarta

Responsi Activist | Academic Writer & Material Documentation

Mar 2025 – *Jan* 2025 (Expected)

 Acted as Technical Lead of Pembelajaran Bahasa Pemrograman (PBP) HIMTI 2025, responsible for managing the learning structure & flow, ensuring technical execution, and coordinating participant data management to support a well-organized and impactful learning program.

Himpunan Mahasiswa Teknik Informatika (HIMTI)

Jakarta

Technical Lead of PBP & PBP Bootcamp 2025

Sep 2025

• Served as Technical Lead of PBP Bootcamp, a 3-week online program designed to prepare Computer Science freshmen by covering the full scope of first-semester courses. Responsible for managing the learning flow, ensuring smooth technical execution, and coordinating participant data to deliver an effective learning experience

UREEKA Online

Web Development Member | Javascript, React, Next.Js, TailwindCSS, GitHub, HTML

Mar 2025 – *Jan* 2025 (Expected)

- Competed in 3+ intensive hackathons, mastered front-end technologies including React, Next.js, and TailwindCSS to build responsive and dynamic user interfaces from ideation to deployment.
- Collaborated in teams to solve complex real-world problems, adhering to software engineering best practices and industry standards.

CERTIFICATIONS

NVIDIA Certified: Fundamentals of Deep Learning

• Developed a foundational understanding of deep learning, including constructing Convolutional Neural Networks (CNNs, applying data augmentation techniques, and make prediction using Python and TensorFlow.

Microsoft Certified: Azure AI Fundamentals ElevAIte

• Acquired knowledge of core Machine Learning concepts, AI ethics, and the fundamentals of implementing AI solutions on the Microsoft Azure platform.

Pesta Data Nasional (PeDas) Data Visualization Workshop 2023 Sponsored by Tableau

• Learn about solving data visualization problems from various data types and condition, transforming complex findings into clear and persuasive visual narratives, also applied statistical analysis and visualized the results using Tableu.

ASEAN Data Science Explorers – Enablement Session Programme

• Gained hands-on experience with SAP Analytics Cloud by analyzing sample data, performing data categorization, and creating various visualizations to derive insights.