RAIS ILHAM NUSTARA

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SUMMARY

Highly motivated student with experience in Web development, Android application development, and Machine learning. Passionate about learning and implementing technologies to solve real-world problems

WORK EXPERIENCE

Web Developer Intern   Surabaya, Indonesia
PT PLN (Persero)   *Jan 2023 – Apr 2023*
- Developed a web-based assessment platform for PLN UID Jawa Timur using Laravel, Node.js, MySQL, Tailwind CSS, and PHP, resulting in a more efficient and effective assessment process for over 2000 employees.
- Ensured the scalability of the platform by optimizing resource utilization and implementing best practices, resulting in a system that can handle a large number of users while maintaining optimal performance.
- Collaborated with stakeholders and other developers to gather requirements and continuously improve the platform to meet the evolving needs of the organization.

Android Developer   Semarang, Indonesia
BPMPK, Kemdikbudristek RI   *Jul 2021 – Dec 2021*
- Successfully developed android applications autilizing C# programming language and Unity software
- Working in collaboration with the drafting team and material reviewers to ensure the highest level of quality and accuracy in the final product.
- Troubleshot and debugged issues that arose during the development process to ensure smooth operation and functionality of the applications.

EDUCATION

Universitas Airlangga   Surabaya, Indonesia
S.Kom. in Information System; **GPA: 3.73/4.00**   *Sept 2020 – Present*
- Bangkit Academy 2023 By Google, GoTo, Traveloka - Machine Learning Learning Path

ACHIEVEMENT

Speaker in HackFest WorkShop about Flutter State Managemet (GDSC Unair) | *link*   March 2023
IDCamp Scholarship Track Android Developer Advanced Level; Awardee | *link*   February 2023
IDCamp Scholarship Track Android Developer Intermediate Level; Awardee | *link*   September 2022
DIY Governor's Achievement Award (Anugerah Prestasi); Awardee | *link*   November 2018
National Level Kihajar Mobile Application Competition; 2nd Place | *link*   October 2018

PROJECTS

Agronify Images Classification Model   2023
- Created an advanced deep learning model for image classification, specifically designed to detect leaf diseases in various plantations across Indonesia.
- Successfully implemented a state-of-the-art deep learning architecture, utilizing the MobileNet framework, to develop eight different image classification models. Achieved an average accuracy of 98% and a minimal 4% loss in the models' performance, showcasing their effectiveness in accurately classifying leaf diseases.
- Project Link : *github.com/Agronify/Agronify-model*

AI Occupational Exposure Analysis on Employment Sector   2023
- This study aims to find out what capabilities AI can do and what jobs potentially replaceable. In addition to finding affected jobs, this study also aims to provide a quantitative impact of AI on employment which is represented through the exposure value
- Successfully mined dataset of patent Resulting in 161277 raw data. By calculating overlapping capabilities, it was found that the jobs most affected by AI were education managers, followed by metal machine operators, electricians, manufacturing managers and power plant operators.
- Project Link : *link.raisilham.com/Gemastik2023*

Surabaya Dev Landing Page 2022
- Developed the landing page using Tailwind CSS and Astro Framework, resulting in a user-friendly landing page for Surabaya Dev community.
- Designed and created visually appealing landing page designs for the Surabaya Dev community using Figma. Project Link : *raisilhamn.github.io/astro-tailwind*

Jamur / Struktur Tubuh Jamur Android App 2021
- Developed an android using C# programming language and Unity software, at the request of Balai Pengembangan Multimedia Pendidikan dan Kebudayaan (BPMPK) Kemdikbudristek RI.
- Utilized Figma to design visually appealing and user-friendly interfaces for the application, ensuring optimal user experience and engagement. Project link *bit.ly/ME21VLAB10*

Aksara Ku Android App 2018
- Successfully developed a 'Aksara Jawa' learning application using Java programming language and Android Studio software.
- The application achieved second place in the National Kihajar Application Competition 2018, organized by Balai Pengembangan Multimedia Pendidikan dan Kebudayaan Kemdikbudristek RI. Project Link *bit.ly/ME18LOMP02*

TECHNICAL SKILLS

Programming: Koltin, Java, C++, PHP, Python, MATLAB, R, LaTeX, Javascript
Frameworks: Tensorflow, Flutter, Laravel, React, Astro, Vue, TailwindCSS
Developer Tools: Tabelau Dekstop, Archimate, Android Studio, Unity, QGis, Docker, Jupyter Notebook, Git

CERTIFICATES

DeepLearning.AI TensorFlow Developer | *link* 2023
Introduction to TensorFlow for Artificial Intelligence, Machine Learning, and Deep Learning, Convolutional Neural Networks in TensorFlow, Natural Language Processing in TensorFlow

Machine Learning Specialization | *link* 2023
Supervised Machine Learning: Regression and Classification, Advanced Learning Algorithms, Unsupervised Learning, Recommenders, Reinforcement Learning

Mathematics for Machine Learning Specialization | *link* 2023
Linear Algebra, Multivariate Calculus, Principal Component Analysis

Fundamentals of Android Application | *link* 2022
Layout, Navigation, Background Threads and Networking, Android Architecture Components, APIs, Local Data Persistence, Background Tasks and Schedulers

ORGANIZATIONS

HIPMI Perguruan Tinggi Universitas Airlangga *Jul 2023 – Present*
Staff of Media and Information Division

Surabaya Dev *Jan 2023 – Present*
Dev Team / Mentor

UKM Panahan Unair *Oct 2022 – Present*
Coordinator of Public Relations division

Google Developer Student Clubs Unair *Sept 2022 – Jul 2023*
Curriculum Core Team

AjakJago *Dec 2022 – April 2023*
Web Development Manager

Himpunan Mahasiswa Sistem Informasi Unair *Dec 2021 – Dec 2022*
Expert Staff of Media Division