



RAIS ILHAM NUSTARA

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WORK EXPERIENCE

PT PLN (Persero)

Surabaya, Indonesia

Full Stack Developer Intern

Jan 2023 – Present

- Developed a web-based assessment platform for PLN Jawa Timur employees using Laravel, Node.js, MySQL, LDAP, 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.

Faculty of Science and Technology, Airlangga University

Surabaya, Indonesia

Web Designer, Intern

Sept 2022 – Dec 2022

- Implementing designs provided by the design team into the Wordpress platform for the website of the Faculty of Science and Technology.
- Continuously updating and maintaining the website, including but not limited to, troubleshoot and fix bugs, and ensure compatibility with different browser and devices.
- Implementing the designed layout and elements into the website fst.unair.ac.id.

BPMPK, Kemdikbudristek RI

Semarang, Indonesia

Android Developer, Contract

Jul 2021 – Dec 2021

- Successfully developed android applications utilizing 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.
- Troubleshoot and debugged issues that arose during the development process to ensure smooth operation and functionality of the applications.

EDUCATION

Airlangga University

Surabaya, Indonesia

S.Kom. in Information System; GPA: 3.76/4.00

Sept 2020 – 2024 (Expected)

ACHIVEMENT

IDCamp Scholarship Track Android Developer Advanced Level; Awardee | [link](#)

December 2022

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

Sentiment Analysis

2022

- Investigated public sentiment towards the police using a lexicon-based method and a support vector machine (Case Study: The Kanjuruhan Tragedy and the Ferdy Sambo).
- Successfully mined and analyzed a dataset of 19,523 tweets related to the study case, resulting in a sentiment analysis of 76.12% negative and 23.88% positive. Utilized the data to develop a Support Vector Machine (SVM) model, achieving an accuracy rate of 72.09%.

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

Bank Personal Loan Modelling

2021

- Successfully developed and implemented a model using supervised learning techniques to predict the approval of personal loans from a bank. Achieving an accuracy of 94.7% using logistic regression, 94.9% using K-NN, 87.9% using Naive Bayes, and 91.1% with RBF, 92.3% with Poly, and 87.1% with Sigmoid using SVM.
- Concluded that logistic regression algorithm had the highest accuracy and was the best fit for the project, resulting in an effective and reliable model for loan approval predictions.
Project link github.com/dscunair/machine-learning-projects

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 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/ME18LOMPO2

TECHNICAL SKILLS

Programming: Kotlin, Flutter, Java, C++, PHP, Python, MATLAB, R, LaTeX, Javascript

Frameworks: Laravel, React, Astro, Vue, TailwindCSS

Developer Tools: Tabelau Dekstop, Archimate, Android Studio, Unity, QGIS

CERTIFICATES

Crash Course on Python | [link](#)

2023

Basic Python Data Structures, Fundamental Programming Concepts, Basic Python Syntax, Python Programming, Object-Oriented Programming (OOP)

Data Analysis with R Programming | [link](#)

2023

R Programming, Data Analysis, Data Visualization (DataViz), R Markdown, Rstudio

Learn to Create Cognitive Applications | [link](#)

2022

IBM Cloud, Watson Assistant, Machine Learning - Watson Discovery

Principles of SOLID Programming | [link](#)

2022

Object-Oriented Programming (OOP), Relationships in OOP, Software Design Principles, S.O.L.I.D

Fundamentals of Android Application | [link](#)

2022

Layout, Navigation, Background Threads and Networking, Android Architecture Components, APIs, Local Data Persistence, Background Tasks and Schedulers

Supervised Machine Learning: Regression and Classification | [link](#)

2022

Supervised Learning, Linear Regression, Logistic Regression for Classification, Regularization to Avoid Overfitting, Gradient Descent

ORGANIZATIONS

Surabaya Dev

Jan 2023 – Present

Dev Team / Mentor

AjakJago

Dec 2022 – Present

Web Development Manager

Google Developer Student Clubs Unair

Sept 2022 – Present

Curriculum Core Team

Himpunan Mahasiswa Sistem Informasi Unair

Dec 2021 – Dec 2022

Expert Staff of Media Division