RAHMA NUR AZIZAH

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Hi! I'm Rahma Azizah, an Informatics student with a strong interest in Intelligent Systems. My passion lies in developing AI-based technologies, especially in areas like Computer Vision, Natural Language Processing, and digital preservation of local scripts and culture. Beyond programming, I enjoy minimalist design, exploring how AI blends into daily life, and combining technology with art to create meaningful experiences. I believe technology is not just about efficiency — it's also about connection, creativity, and impact.

EXPERIENCE

Assistant Lecturer – University of Technology Yogyakarta Feb 2025 – Jun 2025

- Provide and explain lecture materials in accordance with applicable courses and Semester Learning Plans and evaluate the results of student work and assignments.
- Assisted students in understanding fundamental machine learning concepts, including supervised and unsupervised learning, and the implementation of algorithms such as K-NN, Naive Bayes, and Decision Tree.
- Actively participated in class discussions and online forums, serving as a liaison between professors and students.

EDUCATION

University of Technology Yogyakarta Sep 2022 – Present

Undergraduate of Informatics, 3.72/4.00

- Relevant Courses: Data Science, Big Data, Machine Learning, Artificial Neural Network, Digital Image Processing.
- Currently working on the Informatics Capstone Project titled 'Handwriting Recognition for Sundanese Script using Convolutional Neural Network (CNN)

SMA Negeri 1 Sumber – Kab. Cirebon Jul 2018 – May 2021

Majoring in high school science

- Journalism and Photography Club Member
- Yearbook Committee & SMAN1S Edu Fair – Publication, Design, and Documentation (PDD) Division
- Environmental Ambassador 2018

ORGANIZATIONAL & VOLUNTEER EXPERIENCE

First Secretary Sep 2024 - Present

Himpunan Mahasiswa Informatika

- Managed organizational archives, including official documents, letters, and activity records, to ensure structured and accessible documentation.
- Maintained and updated the inventory database, recording organizational assets and tracking their usage for efficient resource management.
- Created and maintained a member database, organizing active member data to support internal coordination and event planning.

Second Secretary Sep 2023 – Sep 2024

Himpunan Mahasiswa Informatika

- Assisted in managing incoming and outgoing correspondence, ensuring documentation is well-organized and accessible.
- Supported the preparation and maintenance of lecture schedules to enhance time management for members.
- Helped record and verify official document numbers to ensure data accuracy and prevent duplication or loss.

Vice Coordinator – Publication, Design and Documentation Jul 2022 – Aug 2023

SMAN1S Edu Fair Committee – SMA Negeri 1 Sumber

- Responsible for creating design concepts for posters and social media feeds.
- Successfully posted live reports and promotional materials throughout the event.
- Managed the documentation of all activities during the event to ensure proper coverage and archival.

Staff – Publication, Design and Documentation Aug 2021 – Jun 2022

SMAN1S Edu Fair Committee – SMA Negeri 1 Sumber

- Led the creation and design of visual content for event promotions, including posters, banners, and social media graphics.
- Oversaw the publication of event materials, ensuring consistent branding and timely delivery across all channels.
- Managed documentation of event activities, including photography and video coverage, and prepared media for post-event use.

Projects

Sundanese Script Handwriting Recognition Using Convolutional Neural Network (CNN Mar 2025 – Jun 2025

Developed a CNN model for handwritten Sundanese script recognition

- Collected and labeled a custom dataset of handwritten Sundanese characters.
- Applied image preprocessing techniques to enhance model performance.
- Achieved 99.54% accuracy on the test dataset, demonstrating the model's high reliability in recognizing handwritten Sundanese characters.

Fuzzy-Based Anxiety Level Assessment System for New Migrant Students May 2025 – Jun 2025

Depeloved a fuzzy logic system using the Tsukamoto method to assess anxiety levels in new migrant students

- Developed an interactive web interface using Streamlit for input, result visualization, and database logging.
- Aimed to assist early mental health screening in university settings.

Handwriting Recognition of 2024 Presidential Election Results Des 2024 – Jan 2025

Developed a system to extract and recognize handwritten data from scanned election result forms published by the Indonesian government

- Multi-Algorithm Comparison across 5 different machine learning models.
- Real-time Processing with efficient batch processing for large datasets.
- 3 Feature Extraction Methods implemented and compared.
- 95%+ Accuracy achieved using HOG features with SVM classifier.

SKILLS

- **Tools:** Python, Tensorflow, PyTorch, Scikit-learn, OpenCV, Power BI Tools, Streamlit, Tkinter
- **Hard Skills:** Machine Learning, Deep Learning, Natural Language Processing, Computer Vision, Data Analysis, Data Processing & Visualization, Data Engineering, Statistics
- **Soft Skills:** Problem Solving, Analytical Thinking, Teamwork, Communication, Leadership, Agile & Adaptive
- **Language:** Indonesia and English