Ryan Putra Budianto

ryanpbudianto@gmail.com ❖ (+62) 8180200410 ❖ Duren Sawit, Jakarta Timur

With a background in advanced computing specialized in machine learning and experience in product design, I bring a unique perspective that bridges technical depth with creative execution. I'm passionate about front-end development, UI/UX design, and data analysis, and I aim to craft thoughtful, user-centred solutions by blending analytical thinking with design sensibility. Through continuous learning and collaboration, I strive to solve complex problems and contribute to impactful digital solutions.

EDUCATION

Australian National University   **2022-2024**

Bachelor of Advanced Computing (Hons.)

- Third Class Honours
- Machine Learning Specialization
- Courses Taken: Algorithms, Statistical Machine Learning, Document Analysis, Applied Mathematics 1, High Performance Scientific Computing, Data Mining, Computer Vision, Systems Networks & Concurrency, Advanced Computing Research Methods, Human-Computer Interaction, Game Development

Universitas Indonesia   **2020-2022**

S1, Computer Science

- Cum Laude with a Final GPA of 3.76
- Courses Taken: Programming Foundations (Python, Java), Data Structure and Algorithm, Database, Platform Based Programming (Django, Flutter), AI and Data Science, Advanced Programming (Spring Boot), Software Engineering, Operating Systems, Discrete Mathematics, Calculus, Computer Networks, Statistics & Probability, Linear Algebra, Automata, Algorithm Design & Analysis, Operating Systems

SMAN 81 Jakarta   **2017-2020**

Natural Sciences

- Part of school's journalistic extracurricular "PIDAS", writing articles and reporting on events around Jakarta as part of the press team.

EXPERIENCE

Huahui Times International, Product Manager   **2025-**

- Support the distribution and integration of industrial IoT products, including smart robots, drones, and intelligent terminals
- Collaborate with technical teams and clients to ensure smooth deployment and adaptation of solutions
- Assist in coordinating product logistics and documentation to meet operational and client requirements
- Meet and adjust non-technical client requirements during the distribution of products, always working with the motto of "Under-promise and Over-deliver".

NPG Data Visualization Project, Developer and Spokesperson   **2023-2024**

- Worked with a team to develop an Artistic Portrait Data Visualization web application for an exhibition at the Australian National Portrait Gallery as part of the ANU Techlauncher program
- Communicated well with a non-technical client and stakeholders to ensure the project goes smoothly while managing expectations
- Developed a full-stack web application, using DevOps principles and agile methodology. The app was developed using an HTML5 based rendering system (PixiJS), a front-end javascript framework (Svelte.js) and ran on a private server using Node.js

Universitas Indonesia, Tutor – Programming Foundations 2   **2023**

- Entrusted by Lembaga Asisten Fakultas Ilmu Komputer and the Teman Belajar Program to be a tutor for the "Foundations of Programming 2" Course
- Helped struggling students in passing the courses by giving weekly tutoring and answering questions.
- Multiple tutored students that failed the class previously have passed with distinction (A- or A grade)

Universitas Indonesia, Teaching Assistant – Data Structures & Algorithms   **2021-2022**

- Assisted in creating, proctoring, and grading assignments and exams, ensuring students grasped key concepts. Also assisted the lecturer in translating announcements and documents for the students.
- Adequately communicated the course progress with the students weekly, helped the students communicate by acting as a bridge between them and the lecturer, provided one-on-one tutoring and mentorship to struggling students.
- Enhanced my understanding of core computer science principles through continuous teaching and problem solving

UI Esports Club, Team Member   2020-2022

- Member of the UI Esports Club, a university-level organization for students interested in e-sports or gaming. Won multiple prestigious and high-pressure national level campus tournaments as part of the UI Esports' Valorant Team.

Open House Fasilkom UI, Expert Staff – Creative Team   2021

- Played a pivotal role in determining the event's creative direction, ensuring it resonated with the target audience.
- Managed a team of designers, ensuring efficient workflow and timely delivery of required materials.
- Ensured the brand message was consistent across all promotional and event materials, reinforcing the event's identity.
- Collaborated with event organizers and external partners to ensure the seamless integration of creative elements into the event.
- Designed a range of products, starting from social media posts to merchandise shirts and both physical and digital stickers.

PERAK Fasilkom, Staff – Competitive Games   2021

- Organized and coordinated various gaming events, ensuring timely starts and smooth gameplay experiences.
- Managed technical setups, livestreams, and troubleshooting during events, ensuring minimal disruptions.
- Collaborated with a team to promote the events, drawing significant participation from gaming enthusiasts.

COMPFEST, Staff – Creative Division   2021

- In charge of interior and set design for many of COMPFEST's video content for the year.
- Helped in the costume design choices of the hosts and staff of the event.

SKILLS & INTERESTS

- **Programming Languages:** Python, Java, JavaScript, TypeScript, SQL, R, C#, C, Haskell, MATLAB
- **Software Engineering:** Windows Development, Android Development, Jetpack Compose, Flutter, High Performance Scientific Computing
- **Web Development:** HTML, CSS, Bootstrap, Django, Flask, Spring Boot, React.js, Next.js, PixiJS, Node.js, Websocket, Nginx
- **Machine Learning & AI:** Statistical Machine Learning, Data Mining and Wrangling, Computer Vision, Document Analysis, Prompt Engineering, IoT devices
- **UI/UX Design:** Human-Computer Interaction, Wireframing, Prototyping, User Research

- **Databases:** PostgreSQL, MongoDB, Firebase
- **Virtualization:** Google Cloud Platform, VirtualBox, Docker
- **Game Development:** Unity, Game Design, 3D Modelling in Blender
- **Languages:** Indonesian, English
- **Soft Skills:** Adaptability, problem solving, creativity, teamwork, team management, marketing
- **Other Skills:** Illustration, graphic design, Adobe Creative Suit, digital illustration, Microsoft Office, Lean Six Sigma methodology
- **Interests**: Learning new things, music, gaming, virtual reality

CERTIFICATES AND AWARDS

- Awarded **ANU Chancellor's International Scholarship** for academic excellence (2022-2024)
- **Australian AI Awards 2024 Finalist, AI Innovator - Information Technology**, as part of the ANU Techlauncher Program (2024)
- Completed "**The Project Management Course: Beginner to PROject Manager**" by 365 Careers (2025)
- **Certified Lean Six Sigma Green Belt** from Six Sigma Academy Amsterdam (2025)