Ryan Putra Budianto

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With a solid foundation in computer science and a passion for combining technical expertise with creativity, I aim to excel in front-end development, web development, and UI/UX Design. Leveraging my skills and continuous learning, I seek opportunities to solve complex problems and innovate. My focus is on blending my advanced computing knowledge with my graphic design proficiency to create impactful and collaborative tech solutions.

EDUCATION

Australian National University   **2022-2024**

Bachelor of Advanced Computing (Hons.)

- Machine Learning Specialisation
- 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

- Final GPA: 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 the school's journalistic extracurricular "Pidas" from 2017-2020

EXPERIENCE

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

University of 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)

University of 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   2020-2022

- 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.

- 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.

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
- **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
- **Other Skills**: Illustration, graphic design, Adobe Creative Suit, digital illustration, Microsoft Office
- **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
- Completed **"Six Sigma: Certified Lean Six Sigma Green Belt|Accredited"** by Six Sigma Academy Amsterdam