

Sayyid Muhammad Umar Al Haris

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🔗 <https://sayyidalharis.github.io/porto-raw/>

EXPERIENCE

Software Engineer Intern

PT Datangin Solusi Bersama

July 2022 – December 2022, Lampung, Indonesia

- Collaborated with Datangin, a local online shipping company, on developing and implementing an automated payment gateway system.
- Played a key role in streamlining the payment process for consumers, merchants, and the company, resulting in significant cost savings, estimated at approximately 10% annually.
- Contributed to enhancing the efficiency and user-friendliness of the payment system, ensuring a seamless experience for all stakeholders by performing usability testing.
- Gained practical experience in teamwork, project coordination, and demonstrated problem-solving skills and the ability to work effectively in a dynamic, real-world business environment.

Laboratory Assistant

Institut Teknologi Sumatera

February 2021 – August 2021, Lampung, Indonesia

- Collaborated with professors to design and implement programming assignments, lecture notes, and algorithmic challenges.
- Provided valuable insights and assistance in conducting research on a range of topics especially machine learning.
- Actively engaged in classroom activities, leading discussions, answering student questions, and providing clarifications on various topics.

PROJECTS

Sh Rates Your Anime!

Solo Project, <https://shratesyouranime-d4154f1e47c6.herokuapp.com/> • July 2023 – August 2023

- Developed a web app that predicts the attractiveness of anime characters by utilizing machine learning linear regression algorithm.
- Collected and processed data from over 40 anime characters, each assessed by more than 40 anime enthusiasts.
- Conducted data preprocessing, feature engineering, model training, and deployed the prediction model.
- Created an engaging user interface for data input and result display.

Giving App – Responsible Consumption and Production

University Project • July 2021 – December 2021

- Designed and developed the JKL's "Giving" mobile app, a unique marketplace platform focused on promoting responsible consumption and production while facilitating the sharing of unused but usable items, aligning with SDG Goal 12.
- Implemented user-friendly features for item listing, search functionality, and seamless communication between givers and recipients, informed by extensive usability testing including in-depth interviews and single ease question assessments.

EDUCATION

Bachelor of Computer in Informatics Engineering

Institut Teknologi Sumatera • Lampung, Indonesia • 2023 • GPA of 3.86/4.00

CERTIFICATIONS

Communication Skills for Business (CSB)

Certiport • 2023

Serves as a testament to my strong communication skills, paving the way for rapid career growth and even positioning me for leadership roles.

INVOLVEMENT

GDSC Team Member

Lampung, Indonesia • Google Developer Student Club Chapter ITERA • September 2021 – December 2022

- Gained practical experience in areas like web development, machine learning, and mobile app development.
- Contributed to community events and initiatives focused on technology and development.

SKILLS

Technologies: React, ReactNative, Next.js, Express.js, Flask, Laravel, Firebase, SQLAlchemy, Scikit-learn, OpenCV, Figma

Computer Languages: C++, Python, JavaScript, HTML, CSS, PHP

Languages: Indonesian (Native), English (B2), Japanese (Conversational)