

TUBAGUS PANJI ANUGRAH

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Computer Science graduate with a strong analytical orientation and systems mindset. Focused on transforming raw information into structured, decision-ready data through reliable pipelines and rigorous analysis. Specialized in Data Science and Data Engineering, with hands-on experience delivering end-to-end data workflows and applied modeling.

EDUCATION

Universitas Pakuan | Bachelor of Computer Science (2021 - 2025)

- **GPA:** 3.89 (Cum Laude).
- **Relevant Coursework:** Data Science, Big Data Analytics, Data Mining, Artificial Intelligence, Informatics Statistics, Data Engineering, Business Intelligence.

SKILLS

- Programming Languages: Python, SQL, Kotlin, Dart, Javascript.
- Data Engineering: ETL Pipelines, Web Scraping, Data Cleaning, System Dynamics, Data Transformation, Data Modeling, Apache Spark, Google BigQuery
- Machine Learning: Time-Series Forecasting (Prophet/STL), Clustering (K-Means), NLP (BERT), Statistical Modeling, Scikit-Learn.
- Tools & Platforms: Visual Studio Code, Git, Android Studio, iThink, Jupyter Notebooks, PowerBI, Microsoft Excel, Looker Studio.
- Language: Bahasa Indonesia (Native), English (Professional working proficiency)

EXPERIENCE

Monfori Nusantara | Mobile Developer Intern (Aug 2024 - Sep 2024)

- Engineered an enterprise Android application to automate field documentation, successfully reducing manual data processing time by 40%.
- Implemented an algorithmic batch processing engine capable of organizing 300 - 800 images per cycle based on EXIF metadata and timestamps.
- Developed automated file management logic (Auto-Renaming & ZIP Compression) to ensure data integrity for laboratory reporting systems.

PROJECTS

Applied Model Development (NLP & Computer Vision) | Mar 2025 - Jul 2025

- Fine-tuning NLP model BERT based (IndoBERT) specifically for Indonesian intent classification and Named Entity Recognition (NER), achieving 94% accuracy on domain-specific datasets.
- Retrained CV model MobileNetV3 for multi-label image classification using specific image datasets.
- Compressed complex transformer models into TensorFlow Lite (TFLite) format.

Time-Series Forecasting (Prophet/STL): Steam Genre Performance | Nov 2024 - Jan 2025

- Conducted a large-scale Data Science study on 14.213 Steam games to forecast market trends.
- Implemented Facebook Prophet and STL Decomposition to predict player growth for Q1-Q4 2025, identifying growth potential in specific emerging niche genres.
- Applied Pearson Correlation Matrices to uncover non-obvious genre synergies (e.g., Documentary & Movie), providing strategic insights for cross-genre development.
- Analyzed retention metrics, revealing a strong correlation between high player counts (>500k) and positive review percentages (86% baseline).

ETL Pipeline Construction: Steam Player Activity | Apr 2023 - May 2023

- Architected a high-concurrency scraping engine to harvest real-time metrics from the full Steam catalog (148.000+ applications).
- Built an asynchronous crawler using Python (Aiohttp, AsyncIO) capable of handling 60 concurrent requests with semantic semaphore rate-limiting to ensure zero-downtime data collection.
- Implemented Pareto-based filtering logic to distill the master dataset into a Top 5.000 watchlist, optimizing processing overhead by 90% while capturing 99% of active player activity.
- Designed a ETL pipeline: Raw Ingestion → Noise Filtering → Daily Aggregation → CSV Export.