STARLYN MIRACLE ERSINSKI

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SKILLS & ABILITIES

- HTML
- CSS
- JavaScript
- C++
- Python
- Figma
- Unity
- Jenkins
- R
- Data Analysis
- Adaptable
- Emotional Intelligence

EXPERIENCE

Nov 2024 – Jan 2024	**Data Analyst Intern at PT Astra Otoparts Tbk**
	Worked on projects by analyzing data to predict number of restocks needed and analyzing and creating simulations to verify loyalty points transactions.
Aug 2023 – Feb 2024	**Intern at PT Total Solusi Elektrik**
	Assisted in organizing and conducting meetings to discuss and review strategic initiatives, ensuring they aligned with overall company objectives. Contributed to developing strategies aimed at improving customer satisfaction and increasing sales.
Nov 2022 – Dec 2023	**Online Seller**
	Shopee
	Independently managed an online store, handling product listings, customer inquiries, and sales transactions. Developed marketing strategies to boost sales and customer engagement, maintaining high customer satisfaction.

EDUCATION

March 2024 - Present	**Bachelor of Computer Science (Data Science)**
	Deakin University
	Object Oriented Development, Applied Algebra and Statistics, Data Wrangling, Machine Learning, Software Architecture and Scalability for Internet-Of-Things, Deep Learning, Natural Language Processing, Computer Networks and Communication

July 2023 – February 2024	**Diploma of Information Technology**
	Deakin University
	Database Management, Computing Systems, Introduction to Programming, Discrete Mathematics, Data Science Concepts,Exploring I.T.
July 2020 – May 2023	**Commerce Program**
	Jubilee School, Jakarta Indonesia
	Accounting, Sociology, Business Studies, Economy, Mandarin, Art, English

CERTIFICATIONS

June 2022 – Aug 2023	**Python First Programs Course**
	KodingNext
	Successfully completed a comprehensive 3-month course covering the fundamentals of programming and game development. The course culminated in a personal project presentation.
Jan 2023 – March 2023	**Python Arcade Development Course**
	KodingNext
	Successfully completed an intensive 3-month course focused on designing and developing arcade games using Python. The program included the creation and presentation of a personal project.
Mar 2022	**IELTS**
	Achieved a score of 8.0, demonstrating advanced proficiency in English language skills.
June 2022	**English as a Second Language**
	Cambridge
	Achieved a score of 92 (A*), reflecting exceptional proficiency in English as a second language.

PERSONAL PROJECTS

Sept 2023	**Technology Report Website**
	https://tech3137.wordpress.com/
	Created a technology-focused website aimed at educating people about future innovations. The project involved web design, research, collaboration, and teamwork, as well as custom coding using WordPress.