SURYA HANJAYA

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Bandung, Indonesia

Computer Science student specializing in AI and full-stack development. Co-authored a Scopus-indexed paper on Generative AI with 30–50% workflow gains, developed an LMS boosting engagement by 40%, and designed a Braille learning prototype achieving 90% usability success. Skilled in Python, Laravel, Node.js, and TensorFlow. Eager to deliver scalable AI solutions and web platforms that meet industry needs and drive measurable impact.

Skills

Technical Skills:
- **Languages**: Python, JavaScript (ES6), PHP, Java, SQL
- **Web Development:** Laravel, Node.js, Express.js, React, Flask, MySQL, MongoDB, Bootstrap
- **AI/ML & Data Science:** Retrieval-Augmented Generation (RAG), TensorFlow, Keras, Scikit-Learn, Regression, Classification, Clustering, Exploratory Data Analysis (EDA), Bibliometric Analysis
- **MLOps & Cloud:** Google Cloud Vertex AI, Vector Databases, CI/CD Pipelines, Git, Railway, API Development (Postman, Swagger)
- **Design & Tools:** Figma, UML, SRS Documentation, Game Development (PyGame), ESLint, Webpack, Docker (basic)

Soft Skills: Leadership in cross-functional teams, stakeholder coordination, project execution, clear communication, data-driven decision making, and responsiveness in dynamic environments.

Languages: Indonesian (Native), English (Advanced – TEP 500/677), Mandarin (Intermediate).

Work Experience

PT Len Industri (Persero) - **Bandung, Indonesia**   Sept 2025 – Present
Magenta - *Associate MLOps (Machine Learning Operations) Engineer*

- Developed RAG system using Vertex AI and vector DB, reduced search latency under 10 seconds, increased retrieval accuracy 82%.
- Established automated ingestion pipeline for Drive and GCS, implemented chunking and embeddings, boosting indexing throughput 4x.
- Created retrieval and re-ranking logic, tuned top_k and thresholds, improved answer relevance and source traceability 35%.

Department of Informatics Engineering, UNESA - **Surabaya, Indonesia**   Mar 2025 – Jul 2025
Research Assistant

- Led analysis of 22 global Generative AI case studies, identified 30–50% workflow efficiency gains, exposed key security risks.
- Created bibliometric framework with VOSviewer, analyzed 53 Scopus/IEEE references, produced 4 clusters and 3 tables for the Scopus-indexed paper.
- Synthesized findings with 8 new references, strengthened theoretical base, secured acceptance at E3S Web of Conferences.
- Coordinated student team, delegated tasks, tracked progress, finished project 2 weeks early with measurable deliverables.

SINC Laboratory, UNESA - **Surabaya, Indonesia**   Jul 2024 - Present
Lab Assistant

- Initiated 2025 recruitment campaign, developed social promotions, coordinated 5 interviewers, achieved 27 applicants; 59% increase.
- Established lab's LinkedIn and Instagram, created branding assets, deployed content, gained 2,600 views and 54 followers within 4 days, 76% organic reach.
- Optimized asset maintenance, scheduled audits, ensured 100% readiness for 40+ devices, achieved zero disruptions in academic activities.

Education

Asah led by Dicoding in association with Accenture - **Indonesia**   Aug 2025 - Jan 2026 (*Expected*)
Non-degree, React & Back-End with AI

Relevant Coursework: Web & JavaScript Programming, Back-End Development with JS, Front-End Development with React, AI Fundamentals

Universitas Negeri Surabaya - **Surabaya, Indonesia**   Aug 2023 - Dec 2026 (*Expected*)
Bachelor of Computer Science, 3.88/4.00

Relevant Coursework: Artificial Intelligence, Software Engineering, Object-Oriented Programming, Database Systems, Data Structures.
- Appointed as sole delegate among 300+ peers to present academic program to international stakeholders at the KMUTNB Mobility.
- Co-presented sustainable tech research at ICoGESF 2025, contributing to a peer-reviewed publication.

Organizational Experience

Indonesia Youth Foundation - **Jakarta, Indonesia**   Nov 2023 - Nov 2024
Design & Creative

- Created 30+ digital assets for social campaign, drove 25% follower growth with 2,500+ new followers and 100+ engagements per post.
- Achieved Best Volunteer Q2 2024 by initiating visual innovations, contributing to division being awarded "Division of the Year."
- Developed visual kits for Bali International Student Festival 2024, attracted 50+ global participants and expanded cross-cultural outreach.

Google Developer Student Club ITB - Bandung, Indonesia   Oct 2023 - Jul 2024
Member

- Initiated self-driven full-stack learning, mastered 4 domains via 10+ workshops, strengthened UI/UX, frontend, backend, database skills.
- Analyzed 5+ simulated case studies with 60+ peers, proposed actionable solutions and technical frameworks collaboratively.
- Framed business problems as data challenges, applied 3+ main ML algorithms, delivered insights across multiple case studies.

Volunteer Experience

UNESA Career Fair 2025 - Surabaya, Indonesia   May 2025 - Present
Public Relations

- Optimized pre-event operations by creating an attendee system for 2,500 expected participants, automating WhatsApp onboarding, resolving 80+ inquiries daily, coordinating event groups, and securing 8+ media partnerships, achieving 40% faster promotions.

Vesak Festival 2025 - Surabaya, Indonesia   Apr 2025 - May 2025
Public Relations

- Implemented real-time scheduling, inventory tracking, and visitor flow systems, eliminating program delays, reducing meal wait times 30%, and improving crowd movement for 170+ daily attendees at a 6-hour Vesak Festival.

Mathematicalsolving - Malang, Indonesia   Oct 2023 - Feb 2024
Graphic Designer

- Designed 3+ visuals and 5+ illustrations with the education team, simplifying math concepts, driving 77 interactions, 100+ new followers, and 20% clarity gains; standardized style guide cut revision time 30%.

Projects

Full-Stack Developer | BimbelKita LMS Platform   Apr 2025 - June 2025

- Developed UTBK preparation platform with Laravel 12 and MySQL, enabled real-time scoring, improved evaluation accuracy 45%.
- Engineered 8+ features including forums and live classes, drove 40% increase in student engagement during trials.
- Established CI/CD pipeline on Railway, achieved 99% uptime, supported 50+ concurrent users during load testing.

Project Lead | 6-Dots Braille Learning Prototype   Apr 2025 - May 2025

- Designed gamified Braille learning prototype in Figma for visually impaired children, with haptic and audio support, validated through 10+ teacher interviews.
- Created 6 accessibility features including voice navigation and printer integration, improved user independence in 90% of tests.
- Documented 70-page SRS with UML and test plans, aligned with IEEE 610.12-1990, ensured project scalability.

Certifications & Courses

- Game Development Essentials — TalentHub, KEMNAKER RI   Oct 2024
- Node.js for Web Developers — TalentHub, KEMNAKER RI   Sept 2024
- Learning Basic Backend Engineering — TalentHub, KEMNAKER RI   Nov 2023
- Intensive Bootcamp: Product Management — MySkill x Deloitte   Oct 2023

Publication

Mar'i, F., Nerisafitra, P., Marianingsih, S., **Hanjaya, S.**, *et al*. (2025). Exploring the Use of Generative AI in Software Development: A Preliminary Study. *Proceedings of the 1st International Conference on Green Engineering for Sustainable Future (ICoGESF 2025)*. *E3S Web of Conferences*, 645, 04002. Published August 28, 2025. Accepted and included in Scopus-indexed proceedings.

Achievements & Awards

- Top 60 National Finalist – Pertamina Youth Program   Jul 2025
- Semifinalist – X-Project Business Plan Competition, UNESA   Nov 2024
- Best Group Award – Game Development Essentials, TalentHub KEMNAKER RI   Oct 2024
- Best Division Manager – Indonesian Youth Foundation   May 2024
- Gold Medalist – Indonesian Youth Science Olympiad (Civic Education (PKN) & English)   Oct 2022