

WILLIAM WENSTEIN

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SUMMARY

William (20) is a 3rd-year Computer Science student at Tarumanagara University with a strong interest in data analytics and statistical computing. Experienced in **data processing, visualization, and predictive modeling** using **Python, Power BI, and Excel**, with a passion for leveraging data and technology to optimize business processes and drive evidence-based decision-making.

EDUCATION

Tarumanagara University <i>Bachelor of Information Technology, GPA : 3.65/4.00</i>	Aug 2023 – May 2027 (Expected)
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WORK EXPERIENCE

PT Palma Abadi <i>Data Entry & Reporting Intern</i>	Oct 2022 – Dec 2022
<ul style="list-style-type: none">Consolidated and cleaned harvest ticket datasets from multiple sources into a single master Excel file for operational reporting.Improved data merging accuracy by reducing manual errors by approximately 15–20% through the use of advanced Excel functions (IF, VLOOKUP, HLOOKUP, Pivot Tables).Collaborated with accounting and operations teams to ensure consistency between over 500 physical documents and corresponding digital records.	
Student Representative Council (DPM FTI Untar) <i>Permanent Member of the Public Relations Committee</i>	July 2024 – July 2025
<ul style="list-style-type: none">Managed and scheduled social media content to maintain audience engagement and brand consistency.Collaborated with other divisions to ensure alignment between media content and organizational activities.Designed and reviewed visual and written materials for organizational events and announcements.	

ORGANIZATIONAL EXPERIENCE

Student Representative Council (DPM FTI Untar) <i>Junior Member of the Public Relations Committee</i>	Nov 2023 – July 2024
<ul style="list-style-type: none">Designed visual content for national and religious celebrations as part of the organization's public communication strategy.Collaborated with the PR team to ensure visual messages aligned with the organization's values and identity.	
Student Representative Council (DPM FTI Untar) <i>Junior Member of the Public Relations Committee</i>	July 2024 – July 2025

SKILLS

Technical Skills

- Data Analysis & Visualization:
Microsoft Excel (data cleaning, pivot tables, charts), Python, Power BI, SQL
- Programming:
C++, PHP, JavaScript, HTML, CSS, Unity, Flutter (Dart)
- Web & Mobile Development (HTML/CSS/JS/PHP, Unity, Flutter/Dart)

Operational Skills

- Data Cleaning & Validation
- Analytical Thinking & Problem Solving
- Time Management & Adaptability
- Team Collaboration & Communication

Tools

- Excel, Power BI, Virtual Studio Code, Google Colab, Jupyter Notebook, MATLAB, Figma, Flutter

PROJECTS

- Web Development – Anugrah Sejahtera (2025): Built a full-stack inventory and sales web app using **Laravel** and **MySQL**, featuring multi-role access, automated stock tracking, and invoice generation.
- Web Development – Rock Paper Scissors (2024): Built a responsive web game using HTML, CSS, and JavaScript with real-time score tracking.
- Web Development – Lifestyle Website (2024): Built a lifestyle website using **Node.js**, **Express**, and **MongoDB** with user authentication and responsive UI.
- Data Security – DES Encryption (2024): Implemented the **DES algorithm** for encrypting and decrypting student grade data to ensure confidentiality.
- Embedded Systems – Arduino Projects (2024): Programmed LED, buzzer, and potentiometer control on Arduino Uno using **C++** and **Wokwi**.
- Data Mining – FIFA 19 Goalkeeper Classification (2024): Developed a keeper playing style classification model (Naïve Bayes) after dimensionality reduction using **PCA** and outlier cleaning (**Mahalanobis Distance**) in **MATLAB**.
- Big Data Analytics – Jambi Dataset (2024): Analyzed and visualized 1990–1999 regional data using Python (**Pandas**, **Matplotlib**) in **Jupyter Notebook**.
- Algorithm & Optimization – Shortest Path Simulation (2024): Developed a graph-based **Java** program applying **Dijkstra's algorithm** to compute minimal travel distances for Bogor's transport network.
- UI/UX Design – Polylingo (2024): Created a **Figma** prototype for a language-learning app with course modules, profile management, and interactive lessons.
- Game Development – 2D Platformer (2024): Built a **Unity-based 2D game** featuring coin collection, obstacles, and mission objectives.
- Database Design – Vatrick Workshop (2023): Built and normalized an **Oracle SQL** database with full entity relationships and data integrity constraints.