Rizky Syah Gumelar

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SUMMARY

21 years old Fresh Graduate in Computer Science from Universitas Dian Nuswantoro, with expertise in **Data Science, Web Development, and UI/UX Design**. Skilled in **Intelligent Systems, Data Analysis, Machine Learning, and Frontend Development**, with experience leading teams and creating innovative solutions through organizational and project-based work. Completed the Machine Learning cohort at Bangkit Academy 2024.

EDUCATION

Bachelor of Computer Science (Informatics Engineering) | GPA 3.94 / 4.00   July 2021 – February 2025
Universitas Dian Nuswantoro Semarang

- Student Association in Computer Science/Informatics
- Member of Research Center for Materials Informatics (Create paper about material science with Machine Learning)
- Finalist, Program Penguatan Kapasitas Organisasi Kemahasiswaan, (PPKO) 2023 – Developed jARict Apps
- Participant, DataSlayer 2024 – Create Fall Detection Program with 91% Accuracy
- Participant, GEMASTIK 2024 – Developed OHISee AR Apps Design
- Participant, Pekan Kreativitas Mahasiswa (PKM) 2023 – Developed Greenponics System

Machine Learning Cohort   February 2024 – June 2024
Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka

- Completed 10+ courses on Coursera and Dicoding, including hands-on learning of machine learning algorithms using TensorFlow and Google Colab.
- Build Ber-Uang Apps, finance apps to manage income/expenses using machine learning to classify transactions.

EXPERIENCE

Data Analyst & IT Intern   September 2024 – November 2024
Indosat Ooredoo Hutchison, Semarang

- Build Market Competition Landscape Website using Laravel and Chart.js, web app for sales to survey product prices across providers.
- Developed an analytics dashboard using Streamlit and Power BI for data visualization and insights.

IT Intern   June 2024 – July 2024
Badan Pusat Statistik Kota Semarang

- Developed the IKM (Izin Keluar Masuk Pegawai) website to streamline employee access requests.
- Data entry, entered and digitized data from physical forms of companies and the public into the system.

ORGANIZATION

Head of Science and Technology Development   June 2023 - July 2024
Himpunan Mahasiswa Teknik Informatika UDINUS

- Developed and managed 6+ websites simultaneously, ensuring optimal functionality and user experience.
- Led a team of 30+ programmers, fostering collaboration and enhancing their technical skills.
- Strengthened programming expertise and mentored team members, improving efficiency and productivity.

Head of Creative Media Division   August 2023 - August 2024
Google Developer Student Clubs UDINUS

- Managed all design and event documentation to ensure timely and accurate completion.
- Led and coordinated the creative team in designing and producing media content.
- Mentored and trained junior UI/UX designers.

PROJECTS

- Indosat Market Competition Landscape Apps   September 2024 - November 2024
- SampahKita – Trash Classification API Backend   November 2024
- Website IKM (Izin Keluar Masuk) BPS Kota Semarang   June 2024 - July 2024
- BerUang – Finance Management Apps   April 2024 - June 2024
- Bokeh/Blur Detection Flask App   February 2024 - March 2024
- Proyek Analisis Data [Air Quality]   February 2024 - March 2024
- Comparison of N-Heterocyclic Corrosion Inhibitor with Machine Learning and Deep Learning   January 2024
- Machine Learning Prediction App   November 2023

CERTIFICATIONS

- **Advanced Computer Vision with TensorFlow**, DeepLearning.AI – 2024   (Credential)
- **Machine Learning Specialization**, DeepLearning.AI, Stanford University – 2024   (Credential)
- **Mathematics for Machine Learning and Data Science Specialization**, DeepLearning.AI – 2024   (Credential)
- **Using Python to Interact with the Operating System**, Google – 2024   (Credential)