

## Europass Curriculum Vitae



### Personal information

First name(s) / Surname(s)

**Cahyana**

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Nationality Indonesian

Date of birth 11.07.1978

Gender Female

### Work experience

Dates April 2014 onwards

Occupation or position held Lecturer

Main activities and responsibilities Teaching computer application, algorithm and data structure  
Supervise students' final project  
Do community service  
Do administrative tasks  
Do some research

Name and address of employer D3 Rekayasa Perangkat Lunak Aplikasi (Vocational program in software engineering), previously  
Teknik Informatika (Vocational program in informatics engineering)  
School of Applied Science, Telkom University  
Jl. Telekomunikasi No.1, Terusan Buah Batu  
Bandung 40257 Indonesia

Type of business or sector Education

Dates August 2007 – March 2014

Occupation or position held Part time lecturer

Main activities and responsibilities Teaching computer application, database, and data structure  
Supervise students' final project

Name and address of employer Diploma Program of Bogor Agricultural University  
Jl. Kumbang No. 14, Bogor, West Java 16151  
Indonesia

Type of business or sector Education

Dates August 2004 – March 2014

Occupation or position held	Freelance teacher
Main activities and responsibilities	Teaching English to high school student
Name and address of employer	Bintang Pelajar Study Course Jl. Polisi I No. 6, Bogor, West Java Indonesia
Type of business or sector	Education

## Education and training

Dates	2005-2007
Title of qualification awarded	Master of Science in Computer Science
Principal subjects/occupational skills covered	<ul style="list-style-type: none"> <li>- Computer Science</li> <li>- Operating System, Computer Organization System, Algorithm Analysis and Design, Software Engineering</li> <li>- Topics in Image Processing</li> <li>- Topics in Numeric Computation</li> </ul>
Name and type of organisation providing education and training	University of Indonesia Faculty of Computer Science Depok Campus Depok, West Java 16424 Indonesia
Dates	1996-2002
Title of qualification awarded	Bachelor of Engineering
Principal subjects/occupational skills covered	<p>General</p> <ul style="list-style-type: none"> <li>- Indonesian language, English language, religious study, citizenship study</li> <li>- Science study (physics, mathematics)</li> </ul> <p>Occupational</p> <ul style="list-style-type: none"> <li>- Basic electric (basic of energy conversion, electrical circuit, basic electrical power engineering)</li> <li>- Telecommunication subjects (basic telecommunication, four pole networks, data communication)</li> <li>- Control and electronic subjects (basic control system, control system, basics of electronic, digital electronic, signal processing system, optimal control system)</li> </ul>
Name and type of organisation providing education and training	Hasanuddin University Dept of Electrical Engineering Jl. Perintis Kemerdekaan Km. 10, Tamalanrea Makassar, South Sulawesi 90245 Indonesia
Dates	Dec 2020 – March 2021
Title of qualification awarded	Certificate of Completion, AI Programming with Python Nanodegree
Principal subjects/occupational skills covered	<ul style="list-style-type: none"> <li>- Introduction to Python (data types and operators, control flow, functions, scripting, classes)</li> <li>- Anaconda, Jupyter Notebook, NumPy, Pandas, and Matplotlib (Anaconda, Jupyter Notebooks, NumPy basics, Pandas basic, Matplotlib basics)</li> <li>- Linear Algebra Essentials (introduction, vectors, linear combinations, linear transformation and matrices, linear algebra in neural networks, labs)</li> <li>- Calculus Essentials (introduction, derivatives through geometry, chain rule and dot product, limits, integration, calculus in neural networks)</li> <li>- Neural Networks (introduction to Neural Networks, training Neural Networks, deep learning with PyTorch)</li> </ul> <p>Projects</p> <ul style="list-style-type: none"> <li>- Using a Pre-trained Image Classifier to Identify Dog Breeds (Build functions, use command line arguments, test the runtime of the code, create a dictionary of list using Python to identify dog breeds using trained image classifier)</li> <li>- Create Your Own Image Classifier (Training deep learning model on a dataset of images, and then use the trained model to classify new image)</li> </ul>
Name and type of organisation providing education and training	Udacity Nano Degree Program

## Personal skills and competences

Mother tongue(s) **Bahasa Indonesia**

Other language(s)

Self-assessment

European level (\*)

**English**

### Understanding

Listening

Reading

### Speaking

Spoken interaction

Spoken production

### Writing

C2 Proficient User C2 Proficient User C1 Proficient User B2 Independent User B2 Independent User

(\*) [Common European Framework of Reference for Languages](http://europa.eu/curriculum/learning_languages.htm)

IELTS score:

- Overall : 7.5
- Listening: 8.5, Reading : 8.5, Writing: 6.5, Speaking: 7.0
- Date : 07/12/2021

Social skills and competences

Can work in a team as well as alone.  
A good listener, can getting along with others, patient  
Follow the rules  
Persistent

Organisational skills and competences

Leadership (as a lecturer and Coordinator of Intellectual Property team in my office)

Computer skills and competences

- Competent with most Microsoft Office programmes and some experience with HTML
- Basic programming (C, Java)
- Android programming (basic)
- Python programming (basic)

## Additional information

### AWARD

Google Faculty Development Program (FDP), Dicoding course, "Menjadi Android Developer Expert" (MADE): scholarship for online course to be an Android developer expert

Challenge Course at Bertelsmann Technology Scholarship Program, AI Track. Udacity Scholarship

Indonesia New Collar & Skill Accelerator Center – IBM, Dicoding online course, "Memulai Pemrograman dengan Python (Python Programming Introduction)"

Challenge Course at AWS Machine Learning Foundations, Udacity Scholarship

### PUBLICATION

'Usability and User Experience Test on the Muezzin and Khatib Scheduling Mobile Application Using SUS and User Experience Questionnaire (Case Study: Al Abroor Mosque)' in International Journal of Applied Information Technology, Vol. 5, No. 01, May 2021

'Leadly: Multisensory Approach in Mobile Application for Dyslexic Children' in the Journal of CommIT, Vol. 15, No. 1, May 2021

'Implementation of Augmented Reality in Introducing Islamic Pillars Application for Young Children', in Proceeding of the International Conference on Early Childhood Education (ICECE 2020), Bandung, 2020

'Implementing Orton-Gillingham Method in Developing Application for Learning Hijaiyah Letters for Intellectual Disability Student: A Brief Analysis' in International Journal of Engineering & Technology, Vol. 8, No. 1.9, 2019: 172 - 175

'Tinjauan Persepsi Warna Pada Pembuatan Aplikasi Mobile Bagi Anak Diskalkulia (Analysis of Color Perception in Developing a Mobile Application for Dyscalculia Children)', in Jurnal Komputer Bisnis, Vol. 7, No. 1, 2016: 8 - 11

'Towards Digital Intervention: Overview of Dyscalculia in Indonesia' in Jurnal Sistem Komputer, Vol. 5 No. 2, November 2015: 51 - 54

'Teknik Watermarking Citra Berbasis SVD' (Image Watermarking Techniques Based on SVD) in Proceeding of National Conference on Computer Science and Information Technology (NACSIT), Depok, 2007

Penyisipan Tanda Air pada Citra Dijital Berbasis Dekomposisi Nilai Singulir (DNS)' (Digital Image Watermarking Based on SVD) in Makara Journal of Technology, Vol.10 No. 2, November 2006: 83 – 88

### RESEARCH

'Digital Image Watermarking Techniques Based on DCT-SVD', Faculty of Computer Science, University of Indonesia, 2007

'Design of On Line Payment System of Electric-Usage Billing at PT. PLN Makassar Branch (In collaboration with Suryanarti Sultan)', Faculty of Engineering, Electrical Engineering, Hasanuddin University, 2002

## **SUPERVISING STUDENTS' FINAL PROJECT**

Pembuatan Sistem Informasi Pelayanan Kesehatan pada Praktik Kerja Lap di Dinas Kesehatan Kab. Bogor (Healthcare Information System Development at Department of Health, Bogor), Diploma Program IPB, 2008

Pembuatan Website Kebun Percobaan Manoko (The development of Manoko Experiment Field Website), Diploma Program IPB, 2008

Pembuatan CD Interaktif Budidaya Krisan Pusat Perpustakaan dan Penyebaran Teknologi Pertanian /PUSTAKA (Interactive CD for Cultivating Chrysanthemum), Diploma Program IPB, 2009

Pembuatan CD Interaktif Penyuluhan Pertanian Top Working Fruit (Top Working Fruit, Interactive CD for Agricultural Extension), Diploma Program IPB, 2010

Pembuatan Sistem Database Diklat pada Badan Pengawas Obat dan Makanan (The development of Training Centre Database System at BPOM), Diploma Program IPB, 2011

Pembuatan Website Bogor Hotel Institute Online Test (The development of Bogor Hotel Institute Online Test), Diploma Program IPB, 2012

Pembangunan Website Kebun Percobaan Cicurug pada Balai Penelitian Tanaman Rempah dan Obat (The development of Cicurug Experiment Field Website), Diploma Program IPB, 2013

Pembuatan Multimedia Interaktif Denah Ruangan pada Kios Informasi PUSDATIN Kementerian Pertanian (The development of Interactive Multimedia of Ministry of Agriculture Floor Layout), Diploma Program IPB, 2013

Pembuatan Aplikasi Bioinformatika Berbasis Web di PT Smart Biotechnology Centre (The development of Bioinformatics Web at PT Smart Biotechnology Center), Diploma Program IPB, 2014

The development of Cone, mobile application for dichromatic person, Informatics Engineering Telkom University, 2015

The development of MatDis, mobile application for dyscalculic children, Informatics Engineering Telkom University, 2015

The development of Bocah, mobile game of Indonesian history, Informatics Engineering Telkom University, 2015

The development of Kaleci, mobile app games based on Virtual Reality to preserve Indonesian traditional games, Informatics Engineering Telkom University, 2016

The development of Trash Rescue, waste transport pptomisation system, Informatics Engineering Telkom University, 2017

The development of Bahasaku, mobile application to preserve traditional language in Indonesia, Informatics Engineering Telkom University, 2017

The development of Smart surveillance with Raspberry-Pi3 ; home security based on IoT, Informatics Engineering Telkom University, 2017

The development of LINDAR, mobile application for introducing landmark of Indonesian province based on Augmented Reality, Informatics Engineering Telkom University, 2017

The development of PilahSampahNa, waste sorting introduction app for waste bank based on Aumented Reality, Software Engineering Application, Telkom University, 2020

The development of Android based flood monitoring application using LoRa communication, Software Engineering Application, Telkom University, 2020

The development of 5Pillars, mobile application to introduce Islamic Pillars for early childhood based on Augmented Reality, Software Engineering Application, Telkom University, 2020

The development of web application for questionnaire processing in Pearson method, Software Engineering Application, Telkom University, 2020