Rezky Dwisantika Pujiastuti

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Research Interests

Human-Computer Interaction (HCI), Inclusive Design, and AI-Driven Solution
Exploring the design and evaluation of human-centered technologies that promote accessibility, interactive system, and assistive application—especially in everyday contexts that impact social interaction and quality of life.

Education

Sepuluh Nopember Institute of Technology its.ac.id   *Bachelor of Engineering*
#5 Engineering University in Indonesia [Edurank 2025] ⧉   *in Computer Engineering*
                                                                                Aug 2022 – Dec 2026

- **GPA:** 3.48/4.0
- **Relevant Coursework:** Systems Design and Engineering (A), Machine Learning (AB), Deep Learning for Multimedia (A), Digital Image and Video Processing (A), Service and Internet Application (A).

Research Experience

University of Chicago - Indonesia Research Training Program   *Jan 2025 – Jun 2025*

- International research training program instructed by Prof. Haryadi Gunawi of UChicago.
- Selected 50 of the best student researchers in the Computer Science field nationally.
- Covered 30+ papers from CHI, CSCW, UIST, MobileHCI, and IUI conferences.
- Watched talk videos of 10+ research papers.
- Analyzed datasets and materials available from the Supplementary Material.
- Reproduced papers regarding Generative Artificial Intelligence specifically in the User Experience field.

Achievements

GemasTIK XVII, UX Development   *Finalist*
Ministry of Education, Culture, Research, and Technology of Indonesia   *2024*

- Finalist among the top 20 teams in the final stage out of approximately 400 teams participated. The biggest annual national Computer Science & Information Technology competition.
- Conducted extensive user research with design thinking methodology and interviews with target users, heuristic evaluations with UX experts, regional emergency service and hospital delegates as stakeholders.

GemasTIK XVII, Software Development   *Finalist*
Ministry of Education, Culture, Research, and Technology of Indonesia   *2024*

- Finalist among the top 20 teams in the final stage out of approximately 400 teams participated.
- Developed the native android app using Kotlin and Java, also the Deep Learning model and CNN with Python's Framework, In partnership with East Java National Electrical Company.

Information Technology Creative Competition   *1st Place*
Udayana University   *2023*

- 1st Place in the national UI/UX Competition among 50 participants in teams of undergraduate students.
- Leading my team in ideation, designed mobile interfaces, user testing and design analysis.

Djarum Educational Merit-Based Scholasrhip   *Scholarshup Awardee*
Djarum Foundation   *2023*

- Selected for the prestigious Djarum Scholarship Plus program by Djarum recognizing academic capability and high achieving students in Indonesia.
- Selected as one of 500 students from 6,000 participants nationwide.

Indonesia ABU ROBOCON Robot Contest   *1st Runner Up*
Ministry of Education, Culture, Research, and Technology of Indonesia   *2024*

- Advanced to the national level after winning the Regional scale, held at Semarang University, where our team achieved 1st runner-up (4th place).
- I analyzed robot's movement efficiency, tracked timing for each manuever, and studied effective robot mechanisms for strategy optimization.

Work Experience

PT. Aldzama   *Gresik, Indonesia*
Software Engineer   *2024 - 2025*

- **Proposal and Quotation Automation Web Application** - Building a platform for company's inventory and prices to create the quotation, working on more than 4,000 lines of code full stack with Laravel.

PT. Digital Samudra Karya, DISAYA Software House   *Makassar, Indonesia*
Software Engineer, System Analyst   *2023 - 2024*

- **Nutrihas Pro: A Nutritionist complex calculating web app** – Website Development Department, wrote a codebase of approximately 4,298 lines, the project's primary focus is on formulas using JavaScript.
- **KONI Makassar** - City's official site for sport branches and athlete registration, event timeline, match, and informations – UI/UX Designer, App and Website Development Department

CV. ReQananta   *Makassar, Indonesia*
Software Development   *2019 - 2022*

- **Sodarata (Makassar City Government)** – Developed an integrated public complaint system, directing reports to relevant government agencies with real-time progress tracking. Also served as an official platform for disseminating city government activities.
- **Siparua (Makassar City Spatial Planning Agency)** – Built an Android-based spatial planning system for urban zoning and building classification, including an interactive city zoning map and a permit request feature for residents.
- **Regional-Owned Enterprises Management Information System** – Designed a desktop-based financial reporting system for local government-owned enterprises (BUMD), incorporating organizational structures and quarterly, semi-annual, and annual financial reports for economic policy decisions.

Other Projects

FamCare   *2024*

- A family health monitoring application integrated with a smartwatch and prescriptive analytics to support health and communication, especially for families separated by distance or time.
- Tools Used: Figma, Maze

PUSPA   *2024*

- An innovation to realize Green Cities by providing tax incentives for property owners who plant trees in their private green spaces.
- Tools Used: Figma

Pedestal   *2023*

- A digital-based village governance and service information transformation to establish smart governance and promote digital inclusivity for villages.
- Tools Used: Adobe XD, Figma

BeMySample   *2024*

- A web platform connecting researchers with respondents, facilitating mutual contributions and assisting in collecting accurate and diverse data.
- Tools Used: Laravel, PHP, MySQL

2021 - 2025

Reses Mobile (Mobile Recess)

- Android mobile app for legislative institutions to gather aspirations from constituents, providing a solution for conducting recess activities amid Covid-19.
- Tools Used: Java, Figma

ElecTree   *2024*

- An AI-based platform for detecting tree interference in East Java National Electrical Company's electricity distribution network, automating image processing.
- Tools Used: Java, Kotlin, Python, OpenCV, Figma, TensorFlow

Crazy8 - Digital Video Processing   *2024*

- A Crazy8 card game replication with OpenCV integration for card detection using a camera, providing a digital interface.
- Tools Used: OpenCV, Python, Pygame

Organizations

Google Developer Groups on Campus (GDGoC) ITS   *2023 - 2025*
Core Team - App Dev Curriculum

- Competed in HackFest 2023, a hackathon organized by Google Developer Groups.
- Designed and structured an application development curriculum for student workshops.

Institute of Electrical and Electronics Engineers (IEEE) Student Branch ITS   *2024*
Academics Division

- Organized highlights and digest regarding the latest innovations in the Electronics related field.
- Conducted scientific writing training for bachelor and magister students.

ITS ROBOCON Robotics Team   *2022 - 2023*
Electronic-Programming Division

- Developed embedded software for robot control using C and ROS.
- Designed electrical schematics and implemented STM32 microcontroller integration.

Technical Skills

Programming Languages: Python, PHP, JavaScript, Java, C++, Kotlin

Development Framework: Laravel, TensorFlow, React, PyTorch

Database: MySQL, Firebase, MongoDB

Other Skills: User Experience Research, UI/UX Design

References

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