

ALIEF RANDIANSYAH PRADANAPUTRA

Bachelor of Mathematics, ITS

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PROFILE

Bachelor of Mathematics from Institut Teknologi Sepuluh Nopember (ITS) with a strong foundation in quantitative analysis and problem-solving. Specialized in **Data Science, Data Analysis, and Machine Learning**. Supported by strong English proficiency (EFL Score: 567).

EXPERIENCE

SEVIMA

Feb 2025 - Aug 2025

Data Analyst

Surabaya, Indonesia

- Conducted analysis on optimal active *user threshold* values on the SiAkad platform.
- Analyzed prospective K-12 *customers* based on tuition fees using *Machine Learning* and successfully acquired 5 *customers* (as of August) from the analysis.
- Successfully performed *web scraping* of approximately 1000 private school principals' phone numbers in Surabaya from various *Open Source* databases.
- Conducted *web scraping* of private school data and details across various major cities in Indonesia.
- Performed *web scraping* of data from the PDDIKTI website for several SEVIMA client universities.

Satria Data - BDC (Big Data Challenge)

Aug 2025 - Sep 2025

ITS Representative / Team Lead

Online, Indonesia

- Participated and passed the internal selection for Satria Data - BDC ITS as a *solo programmer*.
- Selected as the team lead for the ITS representative team in the Satria Data competition, BDC division.

Programming and Visual Computation Lab ITS

Aug 2024 - Dec 2024

Laboratory Assistant

Surabaya, Indonesia

- Served as a laboratory assistant for the Programming Algorithms practicum.
- Taught freshmen in the Programming Algorithms 1 course using the *team teaching* method.

OMITS 17

May 2024 - Oct 2024

IT Division: Game Developer

Surabaya, Indonesia

- Served as a *Programmer* in the OMITS IT Division within the *Game Development* team.
- Integrated mathematical olympiad concepts with game elements to create a unique and innovative experience for participants.
- Designed a maze-themed *game* using the *Godot Engine* with various engaging features that provide challenges for players.

Ganesha Interactive Media (GIM)

Sep 2023 - Present

Programmer

Bandung, Indonesia

- Studied the fundamentals and practiced *game* programming using the *Godot Engine*.
- Collaborated with a team with diverse *roles* to design *games*.

EDUCATION

Institut Teknologi Sepuluh Nopember (ITS)

Aug 2022 - Aug 2026

Bachelor of Mathematics (S.Mat) - Department of Mathematics

Surabaya, Indonesia

SKILLS

Programming: Python, Java, GDScript (Godot Engine), L^AT_EX

Data & ML: Machine Learning, Time Series Forecasting, Data Analysis, Web Scraping

Others: Docker and Kubernetes