

KHAIRUL IMAM

Medan, Indonesia

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I was honored with over 10 achievements, successfully concluded more than 9 projects, and published 2 reputable publications to receive the title of most outstanding student in my faculty. Moreover, I had the privilege of representing my university while studying for a semester at University Teknologi MARA (UiTM). My experience includes both substantial and technical product knowledge gained from leading two startup ventures and working for companies.

PROFESSIONAL EXPERIENCE

Founder & Chief Technology Officer, Former CEO

12/2022 - Present

Literaku - Indonesia

- Led the startup's growth from ground zero to national recognition through compelling presentations and pitches, which led to a successful investment of up to 25 million rupiah in grant funding from Diktiristek RI, PT. Telkom Indonesia, and Telkom University and won at Youth Ideanovation 2023
- Benefiting over 100 users, especially students with visual impairments, by successfully using deep learning technology for voice commands and identifying book structures
- Achieved positive feedback with a user satisfaction rate of 89.60% by integrating Agile development methodology and incorporating design thinking

Freelancer

06/2020 - Present

AiruLab - Indonesia

- Collaborated with over 10+ medium to small companies, 5+ product-based research projects, and numerous individual clients in website and mobile development to develop recommendations and solutions by communicating and addressing their unique goals and challenges through strategic consultation

Product Manager

11/2023 - 01/2024

Inovasi Karya Indonesia - Indonesia

- Completed a large enterprise and two medium-level clients into actionable and detailed product specifications by analyzing data to make informed decisions and identify opportunities for product improvement
- Developed and managed the company's product strategy and roadmap and led the organizational strategy for Lombalombacom, a SaaS platform

Chief Executive Officer

08/2023 - 01/2024

TestMate - Indonesia

- Led a company with a valuation of 50 million rupiahs through a transformation to a freemium business model
- Earned national recognition from the Ministry of Cooperatives and SMEs and 1000 Startup Digital Ministry of Communications and Informatics of The Republic of Indonesia for outstanding business innovation and strategic growth initiatives

Part-time Quality Assurance Tester

09/2022 - 12/2023

Directorate of Digitalization and System Integration Universitas Sumatera Utara - Indonesia

- Elevated USU Webometrics ranks from 29th to 12th as the best web campus in Indonesia 2023 by contributing to reporting insights with analytical tools of the website's performance and visibility using Publish or Perish, Ahrefs, and Google Analytics
- Consistently reported and monitored the requirements progress of Webometrics and Scimago Institutions Ranks to implement in the USU website using black-box testing resulting in improvement in key metrics

Laboratory Instructor

01/2021 - 07/2023

Ilmu Komputer Laboratory Center - Indonesia

- Tutored and applied teaching pedagogy for 60+ students during weekly lab sessions in Web Programming (utilizing HTML, CSS, Javascript, and PHP CodeIgniter to create a complex system website), Web Semantics (designing a data web structure using OWL and Turtle), Object-Oriented Programming (developing software using Java), and Software Development (project management and SDLC)

EDUCATION

Bachelor of Computer Science

08/2019 - 09/2023

Universitas Sumatera Utara, Medan, Indonesia

- CGPA: 3.95/4.00
- Awarded as the most outstanding student and the most achieved in academics in the Faculty of Computer Science and Information Technology 2021

Bachelor in Computer Science Program - Student Exchange Program

03/2023 - 08/2023

Universiti Teknologi MARA (UiTM), Shah Alam, Malaysia

- Participated in the one-semester student exchange program under the MoU of my university and UiTM

ORGANIZATION AND COMMUNITY

Head of Research and Technology

08/2021 - 08/2022

Pemerintahan Mahasiswa Faculty of Computer Science and Information Technology

- Led a team of 9 members and succeeded in reaching quality and quantity targets for 10 out of 12 programs in fostering students to improve their academic achievements

Member of External Coordination

06/2021 - 06/2022

Akademi Mahasiswa Berprestasi USU

- Facilitated connections between alumni and 25 candidates of outstanding students in preparing for the selection

Member of Academic and Competency

03/2021 - 03/2022

UKMI Al-Khuwarizmi Faculty of Computer Science and Information Technology

- Succeeded in handling 1 out of 3 cadre groups to win national competition by CoLearn program mentoring

Head of Social Media and Publication

09/2020 - 07/2021

Google Developer Student Clubs USU

- Responsible for visualizing and documenting events over 15 events
- Collaborated with 5+ GDSCs, national communities and professional developers to facilitate event organization

ADDITIONAL

Projects:

- **Dhikara:** Designed a business process for urban toys printing 3D sculptures on Indonesian culture
- **Sribudaya Resort:** Managed the requirements, designed and develop a website based on the resort client's needs
- **Netra:** Processed manually up to 500 various commands for dataset then built voice command with machine learning model in Google Collaboratory
- **Sariraya Japan Point of Sale:** Involved in agile management in creating the requirements and designing phase
- **SAPA - Safety Predicted Accidents:** Processed the dataset and train machine learning with LSTM method to predict accidents on toll roads in Indonesia
- **MAYA - Mata Budaya:** Conducted and implemented research for the user experience of the application
- **SMAN 2 Kota Medan Website:** Led a team of 4 members in waterfall methodology starting from scratch, organized real data students, teachers, and staffs, and built the website based on requirements and needs

Achievements: Silver award in art and creative industries on IMInE (UiTM, 2023), Finalist of scientific paper in Pagelaran Mahasiswa Nasional TIK - GEMASTIK XV (Diktiristek RI, 2022), Finalist of Pekan Ilmiah Mahasiswa Nasional - PIMNAS 35 (Diktiristek RI, 2022), Sariraya Japanhalal scholarship awardee (Sariraya Japan, 2022), 3rd Winner of Essay National Competition at Math Revolution 2 (Himatika UNPAM, 2021), Best Presenter in the most outstanding presentation at university level (USU, 2021), Green Campus Ambassador USU (USU, 2020), Finalist of UI/UX Design National Competition ITFEST 2020 (USU, 2020), 1st Winner of Scientific Poster PsyGeneration 2.0 (USU, 2019)

Publications: International Proceeding entitled Implementation of Sustainable Development Goals through Literaku Application Based on Google Cloud APIs to Improve Literacy for Blind People (6th ICCAI, 2022), Copyright ownership of Aplikasi Asisten Pendidikan Literasi secara Inklusif bagi Tunanetra berbasis Natural Language Processing (NLP) Bahasa Indonesia (DJKI, 2022)

Skills: Leadership, IT Business Analysis, Product Management, Business Process Modeling, Data Modeling, Quality Assurance Testing, Web and Android programming, UML, Agile management, Machine learning

Techs: Javascript, PHP, Laravel, SQL, Python, Excel, PowerPoint, Java, Asana Management, Figma

Language: Duolingo English Test - CEFR B2 Upper Intermediate (2022)