

IVAN JEHUDA ANGI

Software & AI Engineer | Computer Science, Universitas Indonesia

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Final-year Computer Science student and software engineer who builds AI-powered products end to end, from backend pipelines to shipped user-facing apps, and takes them from prototype to production with automated testing and CI.

EXPERIENCE

Bank Indonesia, Data Quality Assurance & Dissemination Division Jun 2026 – Dec 2026

Software & AI Engineering Intern Jakarta

- Built and deployed a document quality assurance tool that extracts every numeric claim from a statistical report, checks each against the source tables, and reports which claims match, conflict, or lack supporting data.
- Designed the pipeline so the language model only locates claims while all arithmetic runs in deterministic Python, making every verdict traceable to a specific source cell.
- Backed the system with 686 automated tests and an evaluation harness gating each release; error analysis on labelled reports cut false positives from 19 to 6.

Fasilkom UI

Jun 2025 – Present

Teaching Assistant, Design & Analysis of Algorithms and Linear Algebra

Depok

- Run weekly tutorials, grade assignments, and help lecturers design examination material for both courses.

COMPFEST 17, Universitas Indonesia

Jan 2025 – Dec 2025

Vice Person in Charge, Seminar Division

Depok

- Led the seminar division after a prior term as staff, coordinating speakers and stakeholders and delegating across the team to deliver every scheduled session.

PROJECTS

LATIH, On-Device AI Personal Trainer (PWA)

2026

- Mobile-browser fitness coach for Datathon 2026, Ristek Fasilkom UI. The phone camera counts repetitions and corrects form in real time, with pose inference on-device so workouts run offline.
- Isolated the network-dependent layer (coaching narration, nutrition answers grounded in the national food composition table) behind graceful degradation, so an LLM failure never interrupts a session.

Stack: TypeScript, Vite, MediaPipe Tasks Vision (GPU delegate, WASM), Web Speech API, Vercel serverless, OpenAI SDK structured output, Redis, Vitest

Talk-Active, Rubric-Driven Rehearsal Workspace

2026

- Practice environment for students preparing pitches, scholarship interviews, and thesis defenses: users keep the real evaluator rubric, rehearse attempts, answer a grounded judge question, and track which claims stay weak.
- Built semantic scoring to fall back visibly to deterministic cue matching when the AI gateway is down, so the product keeps working and labels which engine produced each verdict. Live at talk-active-id.vercel.app.

Stack: TypeScript, AI Gateway, Vercel, rubric-based scoring engine

Hi-Fi, Fasilkom UI Campus Platform

2025

- Campus information platform with semantic search, a retrieval-augmented assistant (PacilBot), and a content management system, delivered as a team software engineering practicum.

Stack: Next.js, TypeScript, Neo4j, Retrieval-Augmented Generation

EDUCATION

Universitas Indonesia, Faculty of Computer Science

Jul 2023 – Present

Bachelor of Computer Science | GPA 3.59 / 4.00

Depok

- Bank Indonesia Scholarship awardee (2025). Coursework: Algorithms, Machine Learning, NLP, Data Mining, Cryptography, Software Quality Assurance, Databases.

TECHNICAL SKILLS

Languages	Python, TypeScript, JavaScript, SQL, HTML/CSS
AI / ML	PyTorch, LangChain, Google Gemini, Groq, Ollama, prompt engineering, structured output extraction, LLM-as-a-judge, text-to-SQL, token & cost optimization
Backend	FastAPI, Uvicorn, Node.js, Express, Pydantic, REST APIs, server-sent events, session auth, SQLite
Frontend	Next.js, React, Tailwind CSS, vanilla single-file SPA, CSS design tokens
Testing & QA	pytest, custom LLM accuracy eval harnesses, labelled test cases, mutation testing (Stryker), load testing (k6), regression gating in CI
Tooling	Git, Docker, GitHub Actions, GitLab CI, Render, Vercel