Ryan Putra Budianto

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With a background in advanced computing specialized in machine learning and experience in product management, I bring a unique perspective that connects technical insight with strategic execution. I'm passionate about front-end development, UI/UX design, and data analysis, and I aim to deliver user-centred solutions by combining analytical thinking with a clear understanding of product needs and real-world implementation. Through continuous learning and cross-functional collaboration, I strive to solve complex problems and contribute to impactful, scalable digital solutions.

EDUCATION

Australian National University **2022-2024**

Bachelor of Advanced Computing (Hons.)

- Third Class Honours
- Machine Learning Specialization
- Courses Taken: Algorithms, Statistical Machine Learning, Document Analysis, Applied Mathematics 1, High Performance Scientific Computing, Data Mining, Computer Vision, Systems Networks & Concurrency, Advanced Computing Research Methods, Human-Computer Interaction, Game Development

Universitas Indonesia **2020-2022**

S1, Computer Science

- Cum Laude with a Final GPA of 3.76
- Courses Taken: Programming Foundations (Python, Java), Data Structure and Algorithm, Database, Platform Based Programming (Django, Flutter), AI and Data Science, Advanced Programming (Spring Boot), Software Engineering, Operating Systems, Discrete Mathematics, Calculus, Computer Networks, Statistics & Probability, Linear Algebra, Automata, Algorithm Design & Analysis, Operating Systems

SMAN 81 Jakarta **2017-2020**

Natural Sciences

- Part of school's journalistic extracurricular "PIDAS", writing articles and reporting on events around Jakarta as part of the press team.

EXPERIENCE

Sun Life Indonesia, Project Manager – Operations Project Management **2026-**

- Lead delivery of the Operations division's largest transformation projects, which touch almost every team in the division, from application processing and underwriting to policy servicing and claims.
- Coordinate vendors, underwriters, operations leads, and IT stakeholders across the delivery roadmap, managing scope, timelines, dependencies, and reporting to divisional leadership.
- Appointed AI Champion of the Operations division: designed and presented a training session for all operations employees, and act as the division's point of contact for Copilot and agentic AI needs, from prompt patterns to assessing whether a workflow is worth automating at all.
- Prototype internal AI assistants that let employees find answers in seconds rather than digging through documentation.
- Design data architecture for document automation, covering schema design, ingestion flow, and downstream reporting needs.

Huahui Times International, Product Manager **2025-2026**

- Led an agile, end-to-end web platform development using Vue 3, TypeScript, and Spring Boot, delivering a containerized, production-ready system with Docker and MySQL.
- Architected and integrated a full-stack solution including JWT-based authentication, OAuth2, search indexing (OpenSearch), metrics & monitoring (Micrometer + Prometheus), and PDF processing.
- Closed and managed multiple enterprise deals with Indonesia's largest telecom provider, totaling ~USD 100K in contract value.
- Support the distribution and integration of industrial IoT products, including smart robots, drones, and intelligent terminals
- Collaborate with technical teams and clients to ensure smooth deployment and adaptation of solutions
- Assist in coordinating product logistics and documentation to meet operational and client requirements
- Meet and adjust non-technical client requirements during the distribution of products, always working with the motto of "Under-promise and Over-deliver".

NPG Data Visualization Project, Developer and Spokesperson **2023-2024**

- Worked with a team to develop an Artistic Portrait Data Visualization web application for an exhibition at the Australian National Portrait Gallery as part of the ANU Techlauncher program
- Communicated well with a non-technical client and stakeholders to ensure the project goes smoothly while managing expectations
- Developed a full-stack web application, using DevOps principles and agile methodology. The app was developed using an HTML5 based rendering system (PixiJS), a front-end javascript framework (Svelte.js) and ran on a private server using Node.js

Universitas Indonesia, Tutor – Programming Foundations 2 **2023**

- Entrusted by Lembaga Asisten Fakultas Ilmu Komputer and the Teman Belajar Program to be a tutor for the “Foundations of Programming 2” Course
- Helped struggling students in passing the courses by giving weekly tutoring and answering questions.
- Multiple tutored students that failed the class previously have passed with distinction (A- or A grade)

Universitas Indonesia, Teaching Assistant – Data Structures & Algorithms 2021-2022

- Assisted in creating, proctoring, and grading assignments and exams, ensuring students grasped key concepts. Also assisted the lecturer in translating announcements and documents for the students.
- Adequately communicated the course progress with the students weekly, helped the students communicate by acting as a bridge between them and the lecturer, provided one-on-one tutoring and mentorship to struggling students.
- Enhanced my understanding of core computer science principles through continuous teaching and problem solving

UI Esports Club, Team Member 2020-2022

- Member of the UI Esports Club, a university-level organization for students interested in e-sports or gaming. Won multiple prestigious and high-pressure national level campus tournaments as part of the UI Esports’ Valorant Team.

Open House Fasilkom UI, Expert Staff – Creative Team 2021

- Played a pivotal role in determining the event's creative direction, ensuring it resonated with the target audience.
- Managed a team of designers, ensuring efficient workflow and timely delivery of required materials.
- Ensured the brand message was consistent across all promotional and event materials, reinforcing the event's identity.
- Collaborated with event organizers and external partners to ensure the seamless integration of creative elements into the event.
- Designed a range of products, starting from social media posts to merchandise shirts and both physical and digital stickers.

PERAK Fasilkom, Staff – Competitive Games 2021

- Organized and coordinated various gaming events, ensuring timely starts and smooth gameplay experiences.
- Managed technical setups, livestreams, and troubleshooting during events, ensuring minimal disruptions.
- Collaborated with a team to promote the events, drawing significant participation from gaming enthusiasts.

COMPFEST, Staff – Creative Division 2021

- In charge of interior and set design for many of COMPFEST's video content for the year.
- Helped in the costume design choices of the hosts and staff of the event.

SKILLS & INTERESTS

- **Programming Languages:** Python, Java, JavaScript, TypeScript, SQL, R, C#, C, Haskell, MATLAB
- **Software Engineering:** Windows Development, Android Development, Jetpack Compose, Flutter, High-Performance Scientific Computing
- **Web Development:** HTML, CSS, Bootstrap, Django, Flask, Spring Boot, React.js, Next.js, PixiJS, Node.js, Vue.js, WebSocket, Nginx
- **Machine Learning & AI:** Statistical Machine Learning, Data Mining & Wrangling, Computer Vision, Document Analysis, Prompt Engineering, IoT Systems
- **UI/UX Design:** Human–Computer Interaction, Wireframing, Prototyping, User Research
- **Databases:** PostgreSQL, MySQL, MongoDB, Firebase
- **Cloud & Virtualization:** Google Cloud Platform, Alibaba Cloud, Docker, VirtualBox
- **Game Development:** Unity, Game Design, 3D Modeling (Blender)
- **Tools & Productivity:** Git, Maven, Vite, Pinia, Axios, Microsoft Office
- **Languages:** Indonesian (Native), English (Professional)
- **Soft Skills:** Adaptability, Problem Solving, Creativity, Teamwork, Team Management, Marketing
- **Other Skills:** Illustration, Graphic Design, Digital Illustration, Adobe Creative Suite, Lean Six Sigma Methodology
- **Interests:** Learning new technologies, building side projects, music, gaming and game mechanics, virtual reality, user experience design, and ethical AI applications

CERTIFICATES AND AWARDS

- Awarded **ANU Chancellor's International Scholarship** for academic excellence (2022-2024)
- **Australian AI Awards 2024 Finalist, AI Innovator - Information Technology**, as part of the ANU Techlauncher Program (2024)
- Completed "**The Project Management Course: Beginner to PROject Manager"** by 365 Careers (2025)
- **Certified Lean Six Sigma Green Belt** from Six Sigma Academy Amsterdam (2025)
- Completed LOMA 281 - Meeting Customer Needs with Insurance and Annuities (2025)
- Completed **LOMA 291 - Improving the Bottom Line: Insurance Company Operations** (2026)