



Yusnita Putri
Researcher and Digital Technology Specialist
Bantul, Special Region of Yogyakarta

Portfolio
linkbio.co/yusnitaputri

LinkedIn
linkedin.com/in/yusnitaputri

Email
yusnitaputri898@gmail.com

Summary

Researcher and Digital Technology Specialist with a strong background in researching, designing, and optimizing digital technologies to enhance product performance. With over 2 years of experience across 10+ website, desktop, and mobile app projects, I specialize in integrating user-focused insights with business strategies. Proficient in Signal Processing, Information Security, Computer Engineering (SPICE), ICT for Education, Digital Media, User Interface and Experience (UI/UX), and Human-Computer Interaction and Design (HCID). I drive business growth and deliver impactful results in dynamic, fast-paced environments. Committed to using technology to develop innovative solutions that improve both user experiences and overall business outcomes.

Work Experience

Bersamaberanjak • Inclusive Education Provider

Bandung, West Java

Founder

Des 2024 – Present

- Led project planning, budgeting, and stakeholder collaboration, ensuring smooth execution and measurable impact.
- Designed user-centric digital product (AutoLearn website), integrating Optical Character Recognition (OCR) and Visual, Auditory, Reading/Writing, Kinaesthetic approach to enhance cognitive learning experiences for autism childrens.
- Developed UI/UX for AutoLearn and managed social media content to boost engagement and public awareness.

- Key Achievements:**
- Secured IDR 11,079,494.67 in funding as a Top 165 5th Innovillage by PT Telkom Indonesia.
 - Achieved a Social Return on Investment (SROI) of 2.99 and a Net SROI 1.99 with four programs in two months.
 - Developed the AutoLearn e-learning platform, benefiting 15 autism students and 5 teachers at Yayasan Rinjani.
 - Founded the Pionir Beranjak Community, engaging 860+ members and 12 active volunteers.

RAHBA-Net • Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi

Bandung, West Java

Researcher

Jul 2023 – Jan 2025

- Conducted research on RandAugment and Hybrid Bat Algorithm to optimize Convolutional Neural Network (CNN) architecture for coffee plant disease classification.
- Collect materials in the form of data and information related to current issues and solutions offered.
- Prepare a template or authoring format and proofreading drafts.

- Key Achievements:**
- Selected as a National Finalist at Pagelaran Mahasiswa Nasional Bidang Teknologi Informasi dan Komunikasi (GEMASTIK) XVI 2023 ICT Scientific Paper organized by Kemdikbudristek RI.
 - Selected as an Incentive Awardee at Program Kreativitas Mahasiswa Artikel Ilmiah (PKM-AI) 2024.
 - Successfully became a presenter and first author at the international proceeding indexed by Scopus The 2025 International Conference on Advancement in Data Science, E-Learning, and Information System (ICADEIS).

SPIS Laboratory • Signal Processing and Intelligence System Laboratory

Bandung, West Java

Lead Researcher and Software Engineer

Feb 2023 – Nov 2024

- Developed QtEEG-MAP, an Electroencephalography (EEG) signal processing software for neuroscience practitioners collaboration with UNISBA, enabling plot and visualization of 16-channel brain monitoring data in multiple formats.
- Enhanced railway defect detection by integrating advanced signal processing techniques in collaboration with PT Kereta Api Indonesia, improving railway maintenance efficiency.
- Applied signal processing methodologies in aerospace research through a case study with Lembaga Penerbangan dan Antariksa Nasional (LAPAN), contributing to advancements in aeronautical analysis.

- Key Achievements:**
- Led the development of QtEEG-MAP as a lead researcher, software engineer, and UI/UX designer.
 - Successfully implementing 11 features of QtEEG-MAP within 8 months.

SemaiSelaras • Lomba Inovasi Digital Mahasiswa

Bandung, West Java

Researcher and UI/UX Designer

Des 2023 – May 2024

- Led the development of SemaiSelaras as an assistive technology for children with low-functioning autism, integrating the Discrete Trial Training approach based on Lovaas Theory.
- Conducted research and implemented OCR and multimodal-based learning methods to enhance accessibility and learning effectiveness.
- Designed the UI/UX of SemaiSelaras website, ensuring an engaging and adaptive user experience tailored to the needs of autism children.

Key Achievements:

- Selected as the campus representative Lomba Inovasi Digital Mahasiswa (LIDM) Digital Education Learning Innovation Division at the national level with the highest score.
- Successfully published as the first author in SINTA 2-indexed Jurnal Ilmiah Teknik Elektro Komputer dan Informatika (JITEKI).

Oftalmo • Statistika Ria dan Festival Sains Data
Researcher and UI/UX Designer

Bandung, West Java
Feb – Apr 2024

- Conducted research on CNN and IMFF-Net architectures optimized with the Komodo Mlipir Algorithm for fundus image classification.
- Designed UI/UX for Oftalmo mobile app, ensuring accessibility and ease of use for early eye disease detection.
- Developed a scientific paper detailing the methodology, findings, and impact of Oftalmo in promotive-preventive eye healthcare.

Key Achievements:

- Selected as the campus representative Statistika Ria dan Festival Sains Data (Satria Data) Statistic Essay Competition (SEC) at the national level.

Arunica Academy • Lomba Inovasi Digital Mahasiswa
Researcher and Digital Product Innovation Specialist

Bandung, West Java
Sep 2023 – Apr 2024

- Conducted research and developed Arunica, a digital platform for Gerakan Literasi Sekolah (GLS), enhancing literacy resource access and engagement through generative AI and gamification features.
- Designed and optimized user interfaces for teachers, students, and administrators, streamlining the tracking of literacy progress and resource management.
- Led user testing and gathered feedback to refine platform features, improving user satisfaction and engagement with the GLS program.

Key Achievements:

- Selected as the campus representative Lomba Inovasi Digital Mahasiswa (LIDM) Digital Education Technology Innovation Division at the national level with the highest score.
- Selected as an Funding Awardee at Program Kreativitas Mahasiswa Karya Inovatif (PKM-KI) 2024.

Literatur • Lomba Inovasi Digital Mahasiswa
Researcher and UI/UX Designer

Bandung, West Java
Mar – Jul 2023

- Conducted research and developed a digital literacy system to enhance school literacy quality, integrating data analysis, business modeling, and UI/UX design.
- Designed visual elements, including website interfaces, writing styles, and videos, ensuring alignment with project objectives and user needs.
- Co-authored a scientific publication, translating complex technical data into comprehensive documentation and generating insights for innovation.

Key Achievements:

- Selected as a National Finalist (7th Place) in the Lomba Inovasi Digital Mahasiswa (LIDM) 2023 Digital Education Technology Innovation Division organized by Kemdikbudristek RI.
- Developed the Literatur platform, benefiting 160 students and 10 teachers at SMP 1 Sanden.

Education

Telkom University
Bachelor of Telecommunication Engineering • GPA 3.74/4.00
Taruna Nusantara High School
Natural Sciences • GPA 89.06/100.00

Bandung, West Java
Sep 2021 – Jan 2025
Magelang, Central Java
Jul 2018 – Jul 2021

Awards

- Aliansi Perguruan Tinggi Badan Usaha Milik Negara (Aperti BUMN) Scholarship Awardee 2021-2025
- 1st Author and Presenter Scopus-Indexed International Proceeding ICADEIS 2025
- 1st Author JITEKI Journal SINTA 2 Indexed
- Top 165 Innovillage 2024 Creating Shared Value Category
- Incentive Awardee PKM-AI 2024 by Kemdikbudristek RI
- National Finalist LIDM Digital Education Technology Innovation Division 2023 by Kemdikbudristek RI
- National Finalist GEMASTIK ICT Scientific Paper 2022 & 2023 by Kemdikbudristek RI
- Semifinalist Heathkathon BPJS Kesehatan RI 2023 Innovation Technology Category
- Finalist ONMIPA Biology LLDIKTI IV 2022 by Kemdikbudristek RI
- 2nd Place Outstanding Student of Telkom University Independent Competition 2022
- The Most Active DigitalBisa Contributor 2022 by PT Telkom Indonesia
- 1st Place PKM-AI HMTT 2021 & 2022
- Brand Ambassador MEF 2021 by Muslimah Fillah Indonesia

- Lembaga Perguruan Taman Taruna Nusantara (LPTTN) Scholarship Awardee 2018-2021 OSN Medalist Invitation Path
- Runner Up Olimpiade Sains Nasional (OSN) Earth Science 2020 Regional Level by Kemdikbud RI
- Finalist ASEAN Geography Smart Competition 2019 and 2020
- Silver Medalist Olimpiade Sains Nasional (OSN) Social Sciences 2017

Languages

- **Indonesia** • Native
- **English** • CEFR B1

Skills

- Research and Development
- Digital Product Innovation
- UI/UX
- ICT for Education
- Digital Media
- Intelligence System
- Artificial Intelligence
- Prototyping
- Design Thinking
- Usability Testing
- Analytical Skill
- Problem Solving
- Collaborative
- Creativity Skill
- Figma (Software)
- Python (Programming Language)

Certifications

- **PyQt Desktop Apps with Python**
- **Top 1000 Certifications (Hipster) 8th IndonesiaNEXT**
- **Certificate of Competencies UI/UX Designer at NURI**
- **Kelas UI/UX Mastery: Website & Mobile Apps With Figma**
- **UI/UX Design**
- **Udemy** (Oct 2024)
- **Telkomsel** (Jul 2024)
- **Rakamin Academy** (Mar 2023)
- **Habiskerja** (Des 2022 – Oct 2026)
- **Ekskul** (Jun 2022)

Intellectual Property Rights

- **Computer Program QtEEG-MAP**
- **Computer Program Sisera**
- **Computer Program Literatur**
- **Scientific Paper Coffee Leaf Diseases**
- **Scientific Paper Acne Severity Prediction**
- 14 November 2024
- 18 August 2024
- 03 September 2023
- 30 May 2023
- 18 Nov 2022

Major Research Projects

- **RAHBA-Net: Implementation of RandAugment and Hybrid Bat Algorithm to Optimize Convolutional Neural Network Performance in Classifying Coffee Plant Diseases**
Bandung, 03 Februari 2025 (Published)
International Conference on Advancement in Data Science, E-Learning, and Information System (Scopus)
- **KMA-Revesnet: Implementation of the Komodo Mlipir Algorithm as an Encoder and Decoder Search Method in the IMFF-Net Architecture**
Bandung, 31 January 2025 (Submitted)
International Journal of Imaging Systems and Technology (Scopus Q2)
- **Designing UI/UX on Adaptive Skills Learning Application for Autistic Children Using Design Thinking Method and Applied Behavior Analysis Theory**
Bandung, 19 January 2025 (Published)
Jurnal Ilmiah Teknik Elektro Komputer dan Informatika (SINTA 2)
- **Python-Based GUI Development in Qt-EEGMAP Application for Plotting and Analysis of EEG Signal**
Bandung, 08 November 2024 (Submitted)
Jurnal Elektro Telekomunikasi Terapan (SINTA 4)

Major Digital Product Portfolio

- **AutoLearn: Cognitive Learning Application for Individuals with Autism using OCR Technology and VARK Approach**
PT Telkom Indonesia (Des 2024 – Feb 2025)
- **QtEEG-MAP: Electroencephalography Signal Processing Software for Neuroscience Practitioners**
SPIS Laboratory (Mar – Oct 2024)
- **SemaiSelaras: Multimodal Assistive Technology for Adaptive Skills Training in Lovaas Style with OCR to Foster Independent and Optimistic Low-Functioning Autism Children**
LIDM IPDP (Des 2023 – May 2024)
- **Arunica Academy: Digital Platform for Gerakan Literasi Sekolah Based on Generative Artificial Intelligence and Gamification**
LIDM ITDP (Sep 2023 – Apr 2024)
- **HealthQueue: Integrated Smart Queue System Website Based on Artificial Intelligence for Patient Check-In and Medication Pickup Recommendations**
BPJS Kesehatan RI (Jun – Sep 2023)
- **Literatur: Digitalization of Gerakan Literasi Sekolah as an Effort to Improve Literacy Quality Towards Advanced Indonesia**
LIDM ITDP (Mar – Jul 2023)