

DESWAL WASKITO

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Bachelor's graduate in Informatics and Computer Engineering Education from Universitas Negeri Semarang with a strong interest in Artificial Intelligence, Computer Vision, and Intelligent Systems. Experienced in conducting research and developing AI-based applications, particularly in human pose estimation, object detection, and intelligent monitoring systems. Published several scientific papers as first author in accredited national journals and actively involved in research, software development, and technology-driven innovation projects. Passionate about applying artificial intelligence to solve real-world problems while continuously advancing research competencies through graduate studies.

Education

Universitas Negeri Semarang – Semarang, Indonesia

2022 - 2026

Bachelor of Informatics and Computer Engineering Education (International Undergraduate Program)

- GPA : 3.95/4.00
- Research Interest : Computer Vision, Computer in Education, Software Engineering

Publications

First Author

- Comparison of the Use of YOLOv11 Variations in the Empty Parking Spaces Detection System (Sinta 3)
- Rancang Bangun Campus Shuttle Tracker Universitas Negeri Semarang Berbasis Modul GPS Smartphone (Sinta 6)

Co-Author

- Learner's Cognitive Adaptation and Engagement in Generative AI-Based Vocational Learning Environments: A Systematic Literature Review (Quartil 3)
- Pengembangan Fitur Activity Leaderboard pada LMS Moodle sebagai Implementasi Pembelajaran berbasis Gamifikasi (Sinta 4)
- Cron Job Implementation for Automated Data Processing and Transfer in Cloud Infrastructure (Sinta 3)
- Integrasi Cron Job untuk Otomatisasi Pengolahan dan Transfer Data pada Sistem Cloud-Fog (Sinta 6)
- Peningkatan Keterampilan Penggunaan Generative AI sebagai Sarana Penunjang Pendidikan di SMK Theresiana Bandungan (Correspondence Author, Sinta 4)
- Strategi Peningkatan Kesadaran Masyarakat Terhadap Rokok Ilegal di Kelurahan Bandungan Kecamatan Bandungan Kabupaten Semarang (Sinta 5)

Research & Development Projects

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| • PostureSmart | 2026 |
| AI-based posture analysis website for rehabilitation monitoring using Computer Vision | |
| • GERAKin | 2026 |
| Sports game utilizing human pose estimation for interactive physical exercise | |
| • SiLab | 2026 |
| Laboratory asset management and borrowing information system | |
| • Face Recognition Attendance Website | 2026 |
| Web-based attendance system using facial recognition technology | |
| • Monitoring and Management System for Remaja Aktif dan Sehat Chatbot | 2026 |
| Monitoring dashboard and chatbot management platform | |

- **Moodle Face Attendance Plugin** 2025
Attendance plugin integrating facial recognition into Moodle LMS
- **RFID-Based Attendance System and Website** 2025
Integrated RFID attendance and web monitoring system
- **Pose Detection Application and Monitoring for Cerebral Palsy Therapy** 2025
Intelligent monitoring system for assisting rehabilitation assessment using pose estimation
- **AR Cultural T-Shirt Website** 2024
Interactive Augmented Reality platform introducing Indonesian cultural heritage
- **Campus Shuttle Tracker** 2023
GPS-based campus transportation tracking system

Professional Experiences and Organization

- Dsolve Studio – Indonesia** 2020 - sekarang
Digital agency specializing in website development, UI/UX design, and digital solutions
- Delivered more than 50 digital projects involving websites, UI/UX, graphic design, and presentation.
 - Initiated Dsolve Academy Batch 1, collaborating with two SMEs and producing 24 social media content designs through a ten-session hybrid training program.
- Mandiri Amal Insani Institute – Indonesia** 2025 - 2026
Scholarship Awardee and Ambassador of Mandiri Amal Insani Institute
- Designed official merchandise for scholarship programs
 - Collaborated in developing the website of learningcamp.com
- UKM Rekayasa Ilmu Pengetahuan dan Teknologi (RIPTEK) – Semarang, Indonesia** 2022 - 2023
Staff of Technopreneurship Division
- Developed 4 promotional visual content per month for Lapak UNNES
 - Managed organizational digital content and branding
- Proculture – Indonesia** 2023
Technology startup integrating Augmented Reality into Indonesian cultural merchandise
- Led product and visual branding development
 - Secured funding exceeding IDR 20 million through P2MW and Wirausaha Muda Pemula programs

Awards

- 4th Outstanding Student of Universitas Negeri Semarang 2025
- Best Presenter of the International Conference of ICON'S 2025
- Awardee of Bintang Mandiri Scholarship Batch 4 & 5 (2024 - 2026)
- 1st Place Essay & Best Presentation 13th SSC, Universitas Jenderal Soedirman (2024)
- 1st Place Essay Scientist Event, Universitas Mulawarman (2024)
- 3rd Place SRIFOTON UI/UX Competition, Universitas Sriwijaya (2024)
- Received 6 Awards in National Design Competitions (2024)
- Received 2 Funded Entrepreneurship Programs (2023)

Competences

- **Tools:** VsCode Studio, Git & GitHub, CVAT, Figma, Notion, Affinity Designer, Microsoft Office
- **Hard Skills:** Python, MediaPipe, Laravel, Node.js, Graphic Design and Illustration, UI/UX Design, Document & Report Processing, Project Management & Collaboration
- **Soft Skills:** Communication, Collaboration, Adaptability, Creativity, Problem Solving, Public Speaking, Leadership, Team Management, Attention to Detail