

Clariant Benedictus Tan

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Bahasa Indonesia (Native) | English (Professional)

EDUCATION

Bina Nusantara (Binus) University — *Sarjana Komputer (S.Kom.), Computer Science (Intelligent Systems Stream)*
Tangerang, Indonesia
GPA: 3.89 / 4.00 Graduation Date: Sep 2027

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Bash, HTML/CSS
Frameworks & Libraries: Next.js, React, Astro, Svelte, Flask, Tailwind, PyTorch, TensorFlow, Scikit-Learn, Pandas, OpenCV, Tone.js
AI / ML: Retrieval-Augmented Generation, open-source LLM deployment (Ollama), agentic CLIs (Claude Code, Gemini CLI)
Tools & Platforms: Git, GitHub, Figma, Supabase, PostgreSQL, Redis, Vercel, n8n, Chatwoot, Unipile
Environment: Arch Linux, Hyprland, Neovim (LazyVim), kitty

EXPERIENCE

Dewaweb — *AI Engineer Intern* Feb 2026 – Feb 2027 (1-year program)

- Built a **Retrieval-Augmented Generation copilot** for the support team — automated via **n8n** and integrated with **Chatwoot** to surface LLM-suggested replies grounded in historical tickets via Gemini file search; rated ~90% helpful in early agent feedback.
- Owned backend + interactive deployments for **ScaleCon Surabaya 2026**, Dewaweb's AI conference: subdomain provisioning, registration/redemption workflows, an AI Twibbon generator, and WhatsApp marketing automation via Unipile, orchestrated in n8n.
- Built the **One-Click DNS Connection** feature: a partner integration that collapses customer domain-setup from manual TXT/CNAME wrangling into a single click; shipped on Dewaweb's side, gated on partner-side rollout.

PROJECT EXPERIENCE

Piano Memory Match — *Solo Developer* May 2026

- Built a music memory-match game in **Svelte + TypeScript + Vite + Tone.js** with ten instruments, an ear-training mode, and **56 unit tests** in Vitest. Live at piano.iant.my.id.
- Designed the game logic as a pure finite state machine — unit-testable, with no click-handler race conditions; audio runs on a single Tone.js `AudioContext` singleton.

Evaluating CNNs for Traffic Sign Recognition — *Researcher & Co-author* Mar 2025 – Sep 2025

- Co-authored a research paper **accepted and published at IEEE Xplore (ISCT 2025)**, comparing ResNet-50 vs. MobileNetV3-Large for real-time ADAS traffic-sign recognition on the GTSRB dataset.
- Owned the ResNet-50 branch end-to-end: implemented two-phase transfer learning, achieving **94.16% test accuracy** and a 94.29% weighted F1-score.

VISPA — **AI Sign Language Learning Platform** — *UI/UX Designer* Feb 2025 – Jun 2025

- Led complete UI/UX design in Figma for a full-stack web app that gives real-time AI-powered feedback on hand gestures, classified by a Random Forest model trained on hand-landmark features.
- Collaborated with the dev team to translate prototypes into a Next.js + Flask + Supabase application, gaining insight into the full product lifecycle.

House Price Prediction Web App — *Data Preprocessing Contributor* Feb 2025 – May 2025

- Cleaned a noisy 3,500+ row real-world dataset down to 2,397 high-quality entries for model training.
- Contributed to end-to-end development of a Random Forest regressor ($R^2 \approx 0.85$) deployed as a Next.js + Flask web application.

LEADERSHIP EXPERIENCE

Scholarship Mentor — *Academic Peer Tutor* Sep 2024 – Aug 2025

- Selected to mentor 5 fellow undergraduate students over 2 consecutive semesters; achieved a **100% success rate** where all mentees raised their GPA versus prior semesters.
- Delivered personalized academic tutoring while coaching mentees on effective time management and study motivation strategies.