Curriculum Vitae

Surname:	Saputra
First Name:	Guntur Eka
Date of Birth:	January 30, 1992
Academic Qualification:	S.T. in Informatics Engineering; M.M.S.I. in Management Information System; Dr. In Information Technology;
Venia Legendi (qualification to teach):	Algorithm and Programming
Further Qualifications:	

At the Higher Education Institution since:	2011
Level of Employment:	2011-2013 at Gunadarma University as a laboratory assistant, since 2014 as a full-time lecturer at Gunadarma University
Teaching Focus:	Algorithm and Programming
Interdisciplinary Aspects:	Analysis and Designing in Algorithm, Implementation of Programming with Several Tools or Framework
Activities in the Areas:	
- **Further Education**	
- **Research**	Conducting research in the field of artificial intelligence and machine learning, as well as their application in the fields of agriculture and health
- **Consultancy**	Consultation Guiding students in carrying out research projects and equivalent to baccalaureate degrees, competitions in the field of information technology, as well as advisors in the communities.
How are personal research activities reflected in teaching activities?	Teaching and researching are very influential in teaching. Teaching in the classroom is based on theory and supporting data from research and current issues, making teaching very dynamic and open. Get feedback to train students to think critically and creatively to find solutions to existing problems, so that teaching is not just theory, but can be applied in practice to help provide solutions with existing scientific disciplines.

Work experience:	
- **General**	Guiding students in the Student Creativity Program (PKM) competition in the types of Creative Initiatives, Entrepreneurship, Community Service, Constructive Video Ideas, and Constructive Video Ideas which is under the auspices of the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia from 2019 to Now. Guiding students in the National Student Science Week (PIMNAS)

	under the auspices of the National Achievement Center of the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia from 2020 to Now.
	Guiding students in the National Student Performance for Information and Communication Technology (GEMASTIK) under the auspices of the National Achievement Center of the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia since 2019 to Now.
	Guiding students in the Student Digital Innovation Competition (LIDM) under the auspices of the National Achievement Center of the Ministry of Education, Culture, Research and Technology of the Republic of Indonesia from 2019 to Now.
	Board Advisor for the Google Developer Student Clubs Community at Gunadarma University (GDSC UG), Competitive Programming Gunadarma IO, Pencak Silat Merpati Putih, and Males Programmers since 2019 to Now.
- **Activities as an Expert:**	KOMIR Performance Information System Web Design Expert (Ministry of Home Affairs) in 2019.
	Expert Staff as Help Desk Team Coordinator at PT. Sucofindo in the Performance Assessment of Regional Government PTSP and PPB and PPB Performance of K/L Ministry of Investment/BKPM in 2021.
	Contributor at BANGKIT 2022 Certified Independent Study and Internship (MSIB) Ministry of Education, Culture, Research and Technology, Google, Goto, Traveloka.
	Academic Advisor Top 21 Best Capstone Project (Symptomed) at BANGKIT 2023 Certified Independent Study and Internship (MSIB) Ministry of Education, Culture, Research and Technology, Google, Goto, Traveloka.
	Mentors in Indonesia Artificial Inteligence Research Concortium (IARC) 2023.
	Expert Staff as Project Manager Assistant Lajnah Pentashihan Mushaf Al-Qur'an Ministry of Religion of the Republic of Indonesia in Preparing the Grand Design of Automatic Tashih Software.
Publications:	1. 2018. 3D Animation Model with Augmented Reality for Natural Science Learning in Elementary School. In IOP Conf. Series: Journal of Physics: Conf. Series. https://iopscience.iop.org/article/10.1088/1742-6596/1013/1/012154
	2. 2018. Perancangan Aplikasi Pengenalan Negara-Negara

	Pendiri ASEAN dengan Penerapan Augmented Reality Menggunakan Metode Markerless Pada Smartphone Berbasis Android. In Jurnal Ilmiah Komputasi Vol. 17 (1). https://ejournal.jak-stik.ac.id/index.php/komputasi/article/view/2349
	3. 2019. Tracking Visualization Of 3 Dimensional Object Natural Science Learning Media In Elementary School With Markerless Augmented Reality Based On Android. In IOP Conf. Series: Journal of Physics: Conf. Series. https://iopscience.iop.org/article/10.1088/1742-6596/1192/1/012055
	4. 2020. Analisa dan Perancangan Markerless Augmented Reality Application Rumah Adat Minangkabau dengan Menggunakan Metode Prorotyping Berbasis Android. In Jurnal Ilmiah Komputasi Vol 19 (3). https://ejournal.jak-stik.ac.id/index.php/komputasi/article/view/70
	5. 2020. Sistem Informasi Pendidikan Pada Penerimaan Siswa Sekolah Master (Masjid Terminal) Di Kota Depok Jawa Barat. In fair value: Jurnal Ilmiah Akuntansi dan Keuangan Vol 2(2). https://journal.ikopin.ac.id/index.php/fairvalue/article/view/824
	6. 2020. Perkembangan teknologi informasi di Indonesia menghadapi industri 5.0. CV. Jakad Media Publishing. https://isbn.perpusnas.go.id/Account/SearchBuku?searchTxt=9786236551394&searchCat=ISBN
	7. 2022. Evaluation of User Experience TLX Training Gate For Competitive Programming Learning Using Experience Questionnaire and System Usability Scale. In International Journal Science and Technology (IJST) Vol 1 (2). https://journal.admi.or.id/index.php/IJST/article/view/142
	8. 2022. Using Prototyping Method For Analysis and Design of Information Systems for Student Registration in Sekolah Master. In International Journal Science and Technology (IJST) Vol 1 (2). https://journal.admi.or.id/index.php/IJST/article/view/140
	9. 2023. Recoptic Application Development with Artificial Intelligence on Drug Detection Feature for Visually Impaired People People. International Journal Science and Technology (IJST) Vol 2(1). https://journal.admi.or.id/index.php/IJST/article/view/276/679
	10. 2023. Self-Actualization Application in Helping Human Character Development Based on Florence Littauer Personality Test Based on Android. Vol 2(1). https://journal.admi.or.id/index.php/IJST/article/view/547/697
	11. 2023. Sistem Informasi Administrasi: Administrasi Terpadu Pendaftaran Siswa. Badan Penerbit STIEPARI Press. https://drive.google.com/file/d/1dUiSJQ_d6G09VGk82fraqZZw4NZOG0D1/view?usp=sharing
Memberships:	Asosiasi Dosen Indonesia

	Asosiasi Dosen Muda Indonesia
International experience in:	
- **Corporate Management**	
- **Academic Activities**	
- **Personal Background/ Experience**	1. Mentors in International Hackathon competitions ASEAN-INDIA Hackathon 2021. 2. Speaker in The 5th International Conferences on Informatics, Engineering, Science, and Technology (INCITEST 2022). 3. Speaker in The 2nd International Conference on Sciences Development and Technology (ICoSDTech) (2022).

Other:	