

Grant Gabriel Tambunan

Medan, Indonesia | grantgabriel30@gmail.com | +62 877-7145-9276

linkedin.com/in/grantgabrielambunan | grantgabriel.my.id

PROFILE

Dedicated Software and AI Engineer with experience in end-to-end development of scalable software systems and production-ready AI solutions. Proven track record of delivering complex technical projects, from engineering full-stack applications to deploying production-ready deep learning models. Combines strong software engineering fundamentals with analytical problem-solving and a business-oriented mindset. Eager to drive technological innovation, collaborate across cross-functional teams, and deliver measurable business impact while growing into the future tech lead.

EDUCATION

Universitas Sumatera Utara

Bachelor's Degree student of Information Technology | GPA: 4.0/4.0

Medan, Sumatera Utara

Sep 2022 - Apr 2026

PROFESSIONAL EXPERIENCE

PT Bahasa Kinerja Utama

Artificial Intelligence Engineer Intern

Remote, Medan

Aug 2025 - Dec 2025

- Pioneered the first-ever Indonesian language support for the MeloTTS framework by engineering custom text-to-phoneme preprocessing pipelines and integrating IndoBERT for feature extraction, enabling native training capabilities.
- Developed interactive English speech synthesis by training the MeloTTS architecture on the 24-hour LJSpeech dataset with dual GPUs and deploying a Gradio-based inference application.
- Fine-tuned the F5-TTS architecture on proprietary Indonesian speech datasets, delivering a production-ready Indonesian Text-to-Speech model for internal system deployment.
- Productionized and documented reusable AI training workflows and codebases in the company's internal GitLab, enabling faster experimentation and future R&D initiatives.

PT Telkom Indonesia Tbk

Software Engineer Intern

On-Site, Medan

Feb 2025 - Jun 2025

- Led a 3-person intern team to triple the reporting efficiency by engineering a Google Apps Script-based sales data pipeline and dashboard solution that automated data collection and visualization.
- Led a 4-person intern team to design and deploy a digital attendance system that fully automated intern data collection and reporting, significantly improving users' administrative productivity.
- Completed 30+ internal, professional Telkom training modules covering software engineering, cloud architecture, cybersecurity, machine learning, networking, and distributed systems.

TECHNICAL TRAINING & CERTIFICATION

Digistar Club by Telkom Indonesia

Back-End Developer Mentees

Remote, Medan

Jun 2024 - Oct 2024

- Enhanced SEO performance for the PaDi UMKM platform by implementing server-side rendering (SSR) improvements on a backend built with NestJS and Go.
- Strengthened backend engineering expertise through an industry-led development program focused on modern software engineering practices, leadership, and cross-functional collaboration.

IndonesiaNEXT by Telkomsel

Data Analytics Mentees

Remote, Medan

Jun 2024 - Oct 2024

- Earned the Microsoft Office Specialist: Excel Associate certification with a score of 981/1000, validating advanced proficiency in spreadsheet automation, data analysis, and visualization.
- Selected among the Top 11 startups by developing E-Cycle, an e-waste remanufacturing and recycling mobile platform, supported B2B/B2C market analysis and product validation.
- Developed the E-Cycle mobile application using Flutter and Firebase, achieving an 89% System Usability Scale (SUS) score from 50+ user evaluations.

Indosat Ooredoo Hutchison Digital Camp

Remote, Medan

Back-End Engineering Mentees

Sep 2023 - Dec 2023

- Engineered scalable back-end applications by designing, testing, and integrating RESTful APIs using JavaScript, Express.js, HAPI, and PostgreSQL.
- Delivered end-to-end cloud-based backend applications by deploying projects on Amazon Web Services (AWS) throughout the four-month intensive program.

ORGANIZATION & LEADERSHIP EXPERIENCE

Paragon Corp

On-site, Medan

Head of Social Media & Design

Nov 2024 - Jul 2026

- Developed 10+ educational and engagement-focused content campaigns for the Paragon Scholarship Program community, increasing the reach of student communication through strategic social media planning.
- Produced 10+ visual content assets for Instagram by translating scholarship information and activities into engaging digital designs, strengthening community outreach and information accessibility.
- Contributed to two community service projects benefiting 80+ students by organizing educational workshops on digital literacy and facilitating creative learning activities with local community partners.

Google Developer Groups on Campus, Universitas Sumatera Utara Chapter

Hybrid, Medan

Machine Learning Pathway Speaker

Nov 2024 - Nov 2025

- Delivered machine learning mathematics sessions to 400+ student members, simplifying fundamental concepts through interactive peer-learning sessions.
- Equipped student members with practical machine learning fundamentals by conducting hands-on sessions on preprocessing, exploratory data analysis, and supervised learning workflows.

Staff of Community & Relations

Oct 2023 - Nov 2024

- Expanded the GDGoC community by recruiting 500+ student members from 700+ applicants through cross-functional collaboration and community engagement initiatives.
- Provided technical learning opportunities for hundreds of students by organizing 20+ Google technology events featuring industry speakers and hands-on workshops.
- Secured partnerships with 10+ organizations, including Dicoding, Pintu, and Skilvul, by building relationships that supported both online and offline technical events.
- Attracted 300+ participants and secured 5+ sponsors by leading cross-campus collaboration for CodeFest among GDGoC chapters across North Sumatera.

Information Technology Laboratory Group

On-site, Medan

Staff of Filing & Archiving

Aug 2024 - Jun 2025

- Managed academic records for 300+ students across nine laboratory classes by maintaining structured documentation and administrative filing systems.
- Improved administrative data accessibility by maintaining organized digital records within the laboratory information system.

RESEARCH & LABORATORY EXPERIENCE

Laboratory Assistant

Medan, Indonesia - Aug 2024 - Jan 2025

- Taught a class of 40+ juniors the basics of programming in the C language, providing materials and giving instruction in every online/offline session.
- Evaluated programming assignments, projects, and final examinations while maintaining consistent academic assessment standards across the practicum.

Research Assistant Lecturer

Medan, Indonesia - Oct 2023 - Nov 2023

- Developed a Next.js-based digital platform to preserve Indonesia's Proclamation text by conducting user-centered design and research.
- Surveyed and analyzed data from 200+ students at MAN 2 Tanjung Morawa to drive user-centered feature prioritization and platform design.
- Led a five-member development team to deliver the platform for community service, earning recognition for technical implementation and collaboration. Secured a user satisfaction rating of 4.8+/5.0, underscoring strong user alignment and project success.

VOLUNTEER EXPERIENCE

Lead of Fasilkom Competitive Community

Medan, Indonesia - Sep 2023 - Apr 2026

- Established the Fasilkom Competitive Community to mentor competitive programming and innovation enthusiasts, creating a sustainable ecosystem for networking, learning, and national competition preparation.
- Doubled Fasilkom-TI USU student participation in national competitions, including GEMASTIK and Satria Data, through structured mentoring programs and faculty-wide outreach initiatives.
- Built and maintained the open-source FasilkomTI Competition Archive, providing reusable competition resources that contributed to 3+ student competition achievements.
- Collaborated with lecturers and university official organizations, fostering growth and learning through participation in various competitions.

Coordinator & Socializer for #ZeroIntolerance

Medan, Indonesia - Sep 2022

- Led a 20-member volunteer team to organize anti-intolerance outreach programs across high schools in Medan.
- Delivered educational workshops and community engagement activities at SMA Negeri 12 Medan to raise awareness of intolerance issues.
- Collected student feedback through surveys to understand intolerance challenges and tailor educational activities.
- Facilitated peer-based case discussions promoting inclusive behavior and the #ZeroIntolerance campaign.

PROJECTS (Portfolio: grantgabriel.my.id/projects)

StopYourBet (Chrome Extension)

2026

- Developed a real-time Chrome extension that automatically detected and censored online gambling advertisements in YouTube live chats and comments by integrating a Bi-GRU-IndoBERT-powered NLP pipeline, FastAPI microservices, and JavaScript, achieving 98%+ detection accuracy with low-latency inference (Up to 0.2 ms).
- Engineered a scalable analytics dashboard using Next.js, React, and Python, enabling users to manage extension settings and monitor over 10,000+ chat message classifications through a production-ready microservices architecture.

MeloTTS-Indonesian Support

2026

- Engineered the first Indonesian language support for the open-source MeloTTS architecture by adapting Indonesian phoneme preprocessing, integrating IndoBERT, and optimizing the training pipeline, enabling high-quality Indonesian text-to-speech synthesis.
- Researched and implemented Indonesian-specific linguistic and phonetic enhancements using Python, TensorFlow, and NLP, while improving model compatibility for end-to-end TTS training.

E-Cycle Mobile Apps

2025

- Developed a comprehensive Flutter and Firebase-based app integrated with Gemini AI for image classification to classify electronic waste.
- Led a 6-member cross-functional team member to deliver the application's frontend and backend through iterative sprint planning and agile collaboration.
- Validated product requirements by collaborating with stakeholders, including the Dinas Lingkungan Medan and local e-waste banks, ensuring alignment between user needs and business objectives.

Google-DSC USU Internal System

2024

- Identified usability improvement opportunities by surveying and analyzing feedback from 200+ Google DSC members on the organization's existing information system.
- Defined system requirements by conducting stakeholder interviews with the Google DSC core team, translating user needs into functional specifications.
- Applied the User-Centered Design (UCD) methodology to drive user research, problem definition, ideation, and solution validation throughout the development lifecycle.
- Led a five-member development team to build a full-stack Laravel-based information system, achieving a System Usability Scale (SUS) score exceeding 90%.

Pacman Web Game

2024

- Led a 5-member development team by coordinating frontend and backend implementation, enabling efficient collaboration and on-time project completion.
- Built a Pacman game with intelligent ghost pathfinding by integrating the Dijkstra shortest-path algorithm into the game's AI system.

AWARDS

Valedictorian USU 2026	2026
Finalist GEMASTIK XVIII by Puspresnas, Smart City Division	2026
Finalist GEMASTIK XVIII by Puspresnas, Programming Division	2026
Best “Gagasan Kreatif” Pemilihan Mahasiswa Berprestasi USU	2025
The Most Outstanding Student Fasilkom-TI USU	2025
Finalist Codefest 001 Competitive Programming	2025
First Place in HIMATIF USU's 2025 Competitive Programming Competition	2025
Awardee Paragon Scholarship Program 2024	2024
Top 11 Startups, 8th Season IndonesiaNEXT by Telkomsel	2024
Finalist GEMASTIK XVII by Puspresnas, Smart City Division	2024
Dean’s List - Fasilkom-TI Universitas Sumatera Utara 2024 (3 Nationals, 1 International)	2024
Awardee Beasiswa Prestasi 23/24 Ditmawalumni USU	2024
Awardee Indosat Ooredoo Hutchison Digital Camp Scholarship	2023
5th Place at Annual Pekan-IT Competitive Programming by Unsika	2023
The Most Active Member Google Developer Students Club USU 22/23	2023
11th Runner Up in Google Code Jam (Farewell Competition) Round A, Indonesia Region	2023
First Place in HIMATIF USU's 2022 Competitive Programming Competition	2022
Top 3 Final Projects in HIMATIF USU's 2022 Best Final Project Competition	2022

CERTIFICATION (Click for details)

<u>Microsoft Office Specialist: Excel Associate (Office 2019)</u>	Microsoft
<u>Duolingo English Test 140/160 (CEFR C1 / IELTS ≈ 7.5)</u>	Duolingo
<u>Google Project Management: Specialization</u>	Google

[Belajar Dasar Visualisasi Data](#)
[Belajar Membuat Aplikasi Web dengan React](#)
[Belajar Membuat Aplikasi Back-End untuk Pemula](#)
[Belajar Dasar Structured Query Language \(SQL\)](#)
[Cloud Practitioner Essentials \(Belajar Dasar AWS Cloud\)](#)
[Go \(Basic\) Certificate](#)
[SQL \(Advanced\) Certificate](#)

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SKILLS

Hard Skills:

Programming Languages: Go, Python, TypeScript, JavaScript, PHP, Java, Dart, C++

Frameworks & Libraries: Gin, FastAPI, Flask, Express.js, Next.js, React, Laravel, Flutter, Tailwind CSS

Databases & Infrastructure: MySQL, PostgreSQL, MongoDB, Redis, SQL, NoSQL, Docker, AWS

AI & Machine Learning: TensorFlow, PyTorch, Keras, NLP, Speech Synthesis, Computer Vision, BERT, NumPy, Pandas

Developer Tools: Git, GitLab, GitHub, Postman

Project & Collaboration: Jira, Asana, Trello (Google Certified)

Productivity: Microsoft Excel (MOS Certified), Google Workspace

Soft Skills: Leadership, Analytical Thinking, Complex Problem Solving, Collaboration, Cross-Functional Team Leadership, End-to-End Technical Ownership, Strategic & Data-Driven Decision Making, Agile Project Execution, Technical Mentorship, Stakeholder Communication

Research Skills: ICT Scientific Paper Write-up, Statistical Data Analysis, Literature Review

Languages: Indonesian (Native), English (Full Professional Proficiency)

REFERENCE

Aulia Yura - Support Management at Telkom Indonesia

“Grant has been one of my mentees in the Digistar 2024 program. He consistently demonstrates active participation in class discussions and Q&A sessions. Grant exhibits a proactive and collaborative attitude, coupled with the essential skills required to excel in the workforce. I highly recommend Grant to any company seeking a reliable software engineer with strong technical and soft skills.”

Ivan Jaya S.Si., M.Kom - Lecturer at Universitas Sumatera Utara

“Grant is a person who is actively studying computer science and information technology, especially programming, developing himself individually and as a group in student organizations such as GDSC. Grant is competitive and has a forward-thinking mindset.”