

Ishaq Irfan Farizal

Kota Bandung, Jawa Barat | +62 856 2495 7281 | ishaqirfanfrzl@gmail.com

LinkedIn: <https://www.linkedin.com/in/ishaq-irfan-farizal-524453301/>



PROFILE

Fourth-semester Informatics student at Institut Teknologi Bandung passionate about software engineering and data science. Experienced in team-based game development, IoT web applications, and community social projects, which have fostered practical skills in problem-solving and adaptability. A dedicated learner who works efficiently under pressure, currently seeking opportunities to apply technical knowledge and expand capabilities in a professional setting.

EDUCATION

Institut Teknologi Bandung (ITB)
Bachelor of Informatics Engineering
GPA: **3.62 / 4.00**

June 2024 – Present

PROJECTS & COMPETITIONS

IFEST Hackathon

September 2025

Finalist

- Developed an automated document processing application designed to extract text from incoming files (PDFs, DOCs, and images), route them to relevant company departments, and generate automated response templates.
- Engineered the Optical Character Recognition (OCR) pipeline utilizing Tesseract to accurately extract text from varied document formats.
- Built and integrated the backend API using Azure AI to process the extracted text for intelligent routing and context-aware template generation.

GarudaHacks - Drowzy Diary

July 2026

Participant

- Developed the API and backend for a conversational sleep-support prototype inspired by CBT-I principles.
- Contributed to parts of the machine-learning implementation and helped turn the team's idea into a working prototype during the hackathon.

ORGANIZATIONAL & VOLUNTEER EXPERIENCE

Himpunan Mahasiswa Informatika (HMIF) ITB

Tech Action (Community Service) Staff

May 2026 – Present

- Contributing to a website prototype that visualizes expected GNSS ground-movement data as part of a collaboration with IMG ITB.
- Applied software development skills to real-world community technology initiatives.

Ganesha Interactive Media (GIM)

Active Member

March 2025 – Present

- Developed interactive gaming projects, including the design and programming of a 2D platformer game and a 3D space shooter game.
- Collaborating with peers to explore game mechanics, logic programming, and creative software implementation.

SPARTA HMIF ITB

Mentor

July 2026 – Present

- Guided new HMIF members in reviewing organizational materials and preparing for end-of-day assessments.
- Used open-ended questions to encourage mentees to recall, explain, and connect key ideas in their own words.

SKILLS & COMPETENCIES

Technical Skills: Python, C++, Java, TypeScript

Soft Skills: Analytical Thinking, Teamwork & Collaboration, Time Management