Winner Rafif Rasendriya

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Education

Purdue University Indianapolis, IN
Bachelor of Science in Cybersecurity (Expected Graduation Date: May 2029)
Relevant Course: Cybersecurity Fundamentals I | Information Technology Architecture | Design Thinking in Technology
GPA: 3.88

Experience & Projects

Starkminton West Lafayette, IN
Full-Stack Developer Apr 2026 - Present
Built during StarkHacks '26 (Purdue University's Hardware Hackathon)
>> Smart badminton racket analytics system using ESP32 microcontroller and microphones to capture swing data and hits as well as applying time-of-arrival acoustic triangulation to pinpoint shuttlecock impact location in realtime.

- Built a real-time analytics dashboard in Next.js 14 with Web Bluetooth API, streaming live IMU sensor data from a custom ESP32 microcontroller module directly to the browser.
- Integrated Google Gemini 2.5 Flash and ElevenLabs voice synthesis to deliver AI-powered swing analysis and real-time audio commentary from processed sensor data.

Garuda Hacks Jakarta, Indonesia (Hybrid)
Director of Tech & Hack Experience Nov 2024 - Present
Garuda Hacks 7.0 (2025-2026)

- Leading Tech & Hack Experience Division for one of Southeast Asia's largest hackathon (1000+ participants, mentors, and judges).
- Overseeing platform development, participant experience, and judging systems while collaborating with a tech committee of 10 members.
- Currently updating the hackathon website, mobile app, judging platform, and admin portal as well as building a more comprehensive AI chatbot to answer participants' questions.

Committee Member, Garuda Hacks 6.0 (2024-2025)

- Built an official hackathon website to promote the event and onboard 1,000+ participants.
- Developed mobile app for check-in, daily schedule, and judge/mentor info, ensuring smooth venue operations.
- Modified Gavel (HackMIT's open-source judging system) for efficient project evaluation.
- Created an admin portal to streamline participant management and details for organizers.
- Implemented a Discord Q&A bot which reduces support workload and improves real-time communication.

Echosphere San Francisco, CA
Front-end Developer Oct 2025
Built during CalHacks 12.0 (UC Berkeley's Hackathon)

- Engineered the responsive front-end of a voice-first, proximity-based social platform using Next.js and TailwindCSS, enabling users to broadcast location-locked audio content ("Echoes") through Omi wearable devices with the help of Python.
- Built a voice-first MVP in 36 hours at CalHacks, integrating Deepgram for real-time AI transcription.
- Engineered "Re-Echo" geospatial feature using Supabase and PostGIS to scale reach by proximity-based.

Choremon Indianapolis, IN
AR & Backend Developer Mar 2026
Built during HackIndy '26 (Purdue University Indianapolis' Hackathon)

- Engineered AR chore experience using Unity AR Foundation + AR Core (C#), enabling real-time floor plane detection & tile coverage tracking through the device camera.
- Implemented Unity-to-web deep link handoff system, firing custom URI schemes to launch the AR APK from the web app and passing data back via URL callbacks to award & sync XP upon completion.