

Arwin Jasper Johnson

(640) 212 - 9944 • tuq56068@temple.edu • [Personal Site](#) • [LinkedIn](#) • [GitHub](#)

EDUCATION

Bachelor's of Computer Science B.S

Expected Spring 2026

Temple University, Philadelphia, PA, USA

EXPERIENCE

Data Coordinator - Temple Energy Office

04/2024 - Present

- Efficiently managed and processed Temple's bills, ensuring timely payments.
- Posed strong organizational skills to organize bills and documents for proceeding with valid payments.
- Utilized EnergyCap to accurately input bill details, and maintaining a strong records of data and communications to process audit and supporting docs for regerence purposes.

Food Distribution Volunteering

2023

- Provided with necessary resources for thos who are in need.
- Followed directions from supervisors and completed tasks within appropriate timeframe.
- Implemented strong organizing skills to effectively manage storage and supplement of resources in batches.
- Collaborated with other volunteers to create a positive work environment.

PROJECT EXPERIENCE

Plant-It

Summer - 2023

- Started on a project to utilize machine Learning to identify plant diseases and provide with solutions.
- Planned to implement prototypes to automate plant growth based on various aspects of growth condition and environment.
- Successfully implemented web page and executable for the application using React.js (HTML, CSS, and Javascript).

Model-Calculator

Fall - 2023

- Created a fully functional calculator and algorithms using Java.
- Utilized Java Swing library to create a GUI to produce a optimised interactivity.

Model-Youtube

Fall - 2023

- Created a youtube Model using HTML and css

Car-Dodge and Rain-Dodge

Fall - 2023

- Created a simple 2D graphic game using pygame library from python programming language.
- Utilized images and sounds to produce a fun and interactive game.
- Produced game mechanism to avoid obstacles or cars to gain points.

Redeemer

Summer - 2024

- Utilized beautifulsoup library of python to scrape redeem codes from a website, to redeem in game rewards.
- Planned to create functions to automate redeeming codes whenever new codes are released.
- Used Electron.js to create a functional executable application for redeeming codes.

ACTIVITIES

Temple Robotics (Lunabotics2024) - Member

Feb 2024 - Present

As the club member, I have consistently attended weekly meetings to gain insight on the future plans and potential contribution. Gained enough value to be in path planning team to implement well defined path planning functionality for Lunabotics (2024).

TECHNICAL SKILLS

- Programming Languages: C, Java, Python, Javascript, HTML, CSS
- Programming Libraries and Framework: Electron.js, Node.js, React.js, Pygame, BeautifulSoup
- Computer related skills: Object-Oriented Programming, Data Structures and Algorithm, Git and Github, Shell programming, Linux (Ubuntu, and Kali Linux), Windows OS.

LANGUAGES

Tamil: Native Speaker

English: Proficient