Endy Iskandar Imam

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Objective

Recently Graduated Software Engineer looking for a Software Engineering position in a company to leverage 4 years of programming, software principles, collaboration, and commitment to advance in computer software with a keen interest in software development.

Education

University of Massachusetts, Boston, *Boston, MA* — **May 2019**
Bachelor of Science, Computer Science — **GPA:** 3.219 **Major GPA:** 3.393

Awards

Dean's List, **University of Massachusetts, Boston,** *Boston, MA* — **Autumn 2018**

Relevant Coursework

Software Engineering, Advanced Algorithms, Computer Games / Graphics Programming, Database Management, Mathematical Software, Theory of Computation, Compilers, Applied Discrete Math, Probability and Statistics, Calculus II, Linear Algebra

Technical Skills

Platforms: Linux (Ubuntu / Ubuntu Server), Windows 10
Languages: C/C++, Python, Java, C#/.NET, JavaScript, HTML5, CSS3, SQL
Programming Concepts: Object-Oriented Programming, Scripting, Algorithm, Application Programming Interface (API)
Development Practices: Version Control, Game Development, Agile, Kanban, Software Documentation, Prototyping & Testing
Web/Software Technology: OpenGL, Augmented Reality (AR), Web-Apps, Django Web Framework, RESTful APIs, Back-End Development, AWS + Boto3, ARCore, Virtual Environment
Development Tools: Git, Sublime Text, Visual Studio, UML, Bash Terminal, Postman, Unity 3D

Summary of Soft Skills

Communication & Collaboration: Willing to discuss customer experience and product quality to the team in detail.
Management: Works well under deadline and manage time accordingly.
Critical Thinking: Willing to take challenges head-on and develop optimal solutions to solve problems.
Adaptability: Always open for emerging technologies, concepts, and practices to improve and adopt into projects.
Motivation & Work Ethic: Ambitious to work on meaningful projects and committed to seeing the project to its end.

Work Experience

Unity/C# Programmer Intern, **ARX Studio,** *Ipswich, MA* — **Jun 2019 – Present**

- Utilized `Unity` and `C#` developing general experience frameworks and scripts for various projects from `AR` to apps with clients (ex. Shell).
- Cooperated and discussed with the team on ideas in person or on Slack and implementation of application problems, issues, and potential features for non-programmer use.
- Tested and documented software SDKs and scripts for Unity to discuss with the team in-detail to discuss implementation.

Back-End Software Engineering Intern, **TymeWear,** *Boston, MA* — **Spring 2019**

- Used `Python` and `Django` framework to design a back-end with `RESTful API` request for transferring data in server-end.
- Deployed web-app back-end into `AWS` with `Elastic Beanstalk`, `RDS`, and `S3`, and interacting it in-app with `boto3` package.
- Composed a build process for continuous integration using AWS and documented processes for reference for the team.
- Moderated project deployment between AWS and GitHub repo with weekly stand-up to discuss progress.

AV Technician, **University of Massachusetts, Boston Audio/Video (AV),** *Boston, MA* — **Autumn 2017**

- Managed inventory and database records of borrowed items for campus students and instructors.
- Communicated in a call center or in-person to resolve and troubleshoot class equipment issues with university instructors.

Project Experience from UMass Boston Courses

j-- Compiler, Compiler Semester Project — **Spring 2019**

- Used `Java` to develop a Java sub-language utilizing FSM file scanning, LL(1) token parsing, semantic type-checking, and code generating to be runnable in JVM Bytecode.

Raytracing Renderer, Computer Graphics Project — **November 2018**

- Developed in `C++` and `OpenGL` in `Visual Studio` to implement 'intersect' calculation function between a ray and a sphere.
- Recreated Phong's reflection model simulating ambient, diffuse, and specular material components.
- Implemented recursive `raytracing` to incorporate reflection and shadow occlusion of other objects and light sources.

Z-Space Game Project, Computer Game Semester Project — **Spring 2018**

- A spaceship fighting game developed in `Unity/C#` in `Visual Studio` in a group of three.
- Discussed with the team about gameplay structure, feedback loop, and gameplay mechanics.
- Implemented player ship movement for keyboard and mouse with modifiable parameters for fluid controls.
- Designed and incorporated a finite state machine (FSM) to create basic enemy ship AI behaviors.