

Kenneth Arianto

Third-Year Student in Computer Science and Statistics

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TECHNICAL SKILLS

Programming: C/C++, Java, Python, Assembly, Racket, LaTeX, Markdown, R, SQL*

Data/Analysis: NumPy, pandas, Altair, dplyr, tidyr, infer

Tools: Git, GitHub, VS Code, IntelliJ, Jupyter Notebooks, PyCharm, RStudio

Web: HTML, CSS, JavaScript, TypeScript, React, Node.js

Testing: JUnit, GDB, Mocha, Chai

TECHNICAL PROJECTS

TypeRacer Game | *JavaScript, HTML/CSS, React, VS Code*

- Developed a local, real-time typing speed game using JavaScript, HTML/CSS, and React, allowing users to challenge themselves, and know their typing speed.
- Utilized React for dynamic state management, ensuring fast and efficient UI updates.
- Implemented the UI design with HTML/CSS, creating an engaging layout for the user.
- Implemented progress tracking and WPM (Words Per Minute) tracking system, displaying users' typing speed and current typing position in the TypeRacer game.

MatchMind Website | *HTML/CSS, Javascript, Python, FastAPI, VS Code, Git*

- Developed a full-stack Web application that combines Tic-Tac-Toe gameplay with a flashcard-based learning concept, creating an engaging platform that motivates users to study by rewarding correct answers with in-game advantages and supporting active learning through interactive play.
- Collaborated in a team environment using GitHub for version control, managing branches, resolving merge conflicts, and tracking project progress efficiently.
- Implemented game logic and interactivity with JavaScript, enabling instantaneous game updates, user input handling, and real-time feedback for users.
- Utilized FastAPI to handle information changes between two endpoints, ensuring efficient data processing.
- Designed and implemented the UI design with HTML/CSS, ensuring the app works well on different screen sizes, and making the layout visually appealing and engaging.

Comic List Application | *Java, IntelliJ, VS Code, Git*

- Developed a Comic Book List App using Java, that allows users to save, rate, and comment on their listed comic.
- Designed a structured GUI using JFrame, enhancing the user experience with a clear and organized layout.
- Implemented a log event system using java.util.Calendar and Date, enabling users to view their activity history within the application.
- Realized end-to-end data persistence (JSON-based save and load functionality), ensuring that user data persists across sessions within the application.
- Utilized GitHub for version control to save project changes, commit code regularly, push updates, and track development progress throughout the project efficiently.

WORK EXPERIENCE

Home Meal Replacement Clerk

Jan 2025 – July 2025

Stong's Market

Vancouver, BC

- Delivered efficient customer service to an average of 30 - 40 customers per shift, while collaborating with coworkers to coordinate and delegate tasks for smooth store operations.
- After only 3 months of employment, entrusted to train and mentor 4 new staff members, providing clear guidance on procedures and protocols to ensure consistency and teamwork.
- Supported a positive team environment by maintaining clear communication, assisting coworkers during peak hours, and ensuring customers consistently received high-quality service.
- Trusted with end of day responsibilities, including restocking goods and securing the store before lockup.

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EDUCATION

University of British Columbia

Vancouver, BC

Bachelor of Science: Major in Combined Computer Science and Statistics (Third-Year Student) Sep. 2023 – Present

Relevant Coursework: Data Structures, Algorithms, Machine Learning, Software Engineering, Computer Systems, Operating Systems, Databases, Statistics.

VOLUNTEER EXPERIENCE / EXTRACURRICULARS

UBC Competitive Programming Club Member

Jan 2025 - Present

UBC Competitive Programming Club

Vancouver, BC

- Attended weekly problem-solving sessions to sharpen algorithmic thinking and coding efficiency, steadily developing expertise in competitive programming.
- Collaborated with senior members to learn contest strategies and effective debugging techniques, increasing strategic problem-solving efficiency by over 50% - 75% through consistent practice and mentorship.

Student Council VP

July 2022 – May 2023

Petra 1 Christian Senior High School

Surabaya, Indonesia

- Responsible for directing and organizing school events, ensuring that everything is well-coordinated
- Served as a liaison between students and administration, listening to student interests and creating events based on student interests.

