

Jason Saputra Ang

 IWantMyLemons |  Jason Saputra Ang |  jason.s.ang@outlook.com |  +62 818899498

Computer Science undergraduate (5th semester) with hands-on experience writing software in a team. Passionate about writing and studying low-level software and game development. Experienced in game development, UI/UX design, full-stack development, embedded development, and eager to learn more.

EXPERIENCE

Design Activist at Binus Game Development Club(BGDC) Mar 2024 - Feb 2025

Contributed to an internal game-making event as a programmer of [Litter Flipper](#). As a design activist, i also designed posters and line art.

Participant in Jollybasic Feb 2024 - Jun 2024

Studied data structures and algorithms in C++ through intensive training and quizzing sessions.

PROJECTS

Enemy AI Research

[Link to Demo](#)

Developed a top-down shooter with enemy AI using FSM and DQN, and implemented automatic installation of PyTorch in deployment as part of a group research project.

Minidraw

[Link to Source](#)

Created an drawing app with bevy as a way to study ECS pattern.

Flare Discord Bot

[Link to Source](#)

Written both a discord bot and the framework it relies upon.

EDUCATION

2023 - present Computer Science at **Binus University** (GPA: 3.64/4.0)

SKILLS

Programming Languages	Rust, Java, Python, C++, C#, JavaScript, Kotlin, Dart
Game Engines	Unity, Godot, Raylib, Bevy
AI / Data	TensorFlow, PyTorch, NumPy, Pandas, Matplotlib, Seaborn
Database	MySQL, SQLite
Tools	Bash, Git, GitHub, Linux
Graphics	Krita, Blender, Inkscape, GIMP
Languages	English(Fluent), Indonesian(Native)