

# Albertus Ivan Wijaya

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[My Portfolio](#) | [MatchMind](#)

## TECHNICAL SKILLS

**Languages:** Java, C, C++, Python, HTML/CSS, JavaScript, R

**Frameworks:** FastAPI, React.js, JUnit

**Developer Tools:** Git, GitHub, AWS EC2, VS Code, IntelliJ, JupyterHub, Nginx, Certbot

## WORK EXPERIENCE

### Undergraduate Teaching Assistant

January 2025 – April 2025

*University of British Columbia*

Vancouver, BC

- Collaborated with 33 colleagues and 2 professors to design tutorial and lab's structure to facilitate 583 students' understanding on models of computation in computer science.
- Guided and supervised 120 undergraduate students through laboratories and tutorials.
- Reflected and improved teaching performance based on input from students in annual survey.

## SOFTWARE PROJECTS

### Grade-Based Job Acceptance Prediction | *R, Git, GitHub, JupyterHub*

January 2024 – April 2024

- Collaborated in groups of 4 to conduct a classification model using the K-Nearest Neighbor (KNN) algorithm to predict the job acceptance of each students based on academic performance.
- Analyzed a large public dataset and split it into training and testing sets for the KNN predictor.
- Evaluated the algorithm's predictive performance on the test dataset, which achieved 89% accuracy and 88% precision, and wrote a report on its performance with suggestions for future improvements on similar models.

### M-List | *Java, Git, GitHub, VS Code*

July 2024 – August 2024

- Developed a full stack movie list application, allowing users to create a personal movie collection.
- Used Java as both back-end and front-end (Java Swing) to design application.
- Utilized GitHub as a version control throughout the project and VS Code as workspace for code implementation.

### MatchMind | HackCamp | *JavaScript, FastAPI, Python, GitHub Pages, AWS EC2*

November 2024 – June 2025

- Designed and deployed a full-stack educational game where players answer flashcard questions to claim tic-tac-toe squares, integrating gameplay with learning.
- Built a RESTful API using FastAPI to handle flashcard management and real-time game state synchronization.
- Developed a dynamic front-end with HTML, CSS, and JavaScript, hosted on GitHub Pages. Deployed the back-end API to AWS EC2 with a custom HTTPS domain secured using Nginx and Certbot.
- Collaborated in a team of 4 using GitHub for version control and feature branching.

### SoloPoly | *Kotlin, Android Studio, Git, GitHub*

May 2025 – Present

- Develop a single-player Monopoly-inspired mobile game where a player competes against three AI opponents.
- Build core game-play systems including dice rolling, player movement, special board spaces (e.g., Jail, Go, Chance), and a property transaction system with rent logic and house/hotel upgrades.
- Design interactive board and asset UI using Android Studio, while managing development workflow and feature branches using Git and GitHub.

## LEADERSHIP EXPERIENCE

### Mentorship Coordinator

July 2024 – April 2025

*Science Undergraduate Society UBC*

Vancouver, BC

- Managed the recruitment of 20 internal and external mentors, and applications of 117 mentees that are committed into the mentorship program.
- Assigned mentor-mentee pairs based on academic background, mentorship needs, and preferences stated at the application form.
- Drafted a graduate school preparation workshop, managed 3 large-scale offline events, and supervise the progress of 11 mentor-mentee pairs by conducting monthly check-in forms.

## EDUCATION

### University of British Columbia

September 2023 – May 2028

*Bachelor of Science in Combined Major Computer Science and Statistics*

Vancouver, BC

- GPA: 4.11/4.33