Joseph Davis Chamdani

Seattle, WA 98105 | (425) 545-7708 | jchamd@uw.edu | linkedin.com/in/joseph-chamdani | joechamdani.com

EDUCATION

UNIVERSITY OF WASHINGTON   **Seattle, WA**
Bachelor of Science - Informatics   *Expected 2027*

SKILLS

- Languages: Python, C++, Java, C#, JavaScript, Go, R, SQL, HTML/CSS
- AI & Data Tools: TensorFlow, PyTorch, OpenAI API, Scikit-learn, RAG, LangChain, Pandas, NumPy, Analytics
- Frameworks: React.js, Next.js, Node.js, Unity (C#), Flask, FastAPI
- Cloud & DevOps: AWS, GCP, Docker, Vercel, CI/CD, BigQuery

WORK EXPERIENCE

Sector - Cybersecurity   **Remote | Jakarta, IDN**
AI Research & Development Intern   *Aug 2025 - Present*
- Built AI automation tools deployed across 5 penetration testers, reducing testing time by 30-40% per engagement.
- Developed automated threat detection systems that identify and flag security vulnerabilities.
- Trained AI models on XOps data to automate data processing, improving efficiency by 20% over manual regex-based methods.

Stockbit   **Jakarta, IDN**
AI Engineer Intern   *Jul 2024 - Sep 2024*
- Designed and implemented an OCR + AI pipeline in Python to extract and validate identity documents, improving verification accuracy to 92% and reducing approval time by 25%.
- Built scalable backend APIs in Python and Node.js to integrate the AI models into production systems with microservices architecture.
- Processed and analyzed 1M+ records in BigQuery and AWS pipelines, improving model accuracy by 15% and reducing processing time by 40%.

TouchTen Games   **Jakarta, IDN**
Cutscene Guest Student   *Jul 2023 - Aug 2023*
- Designed and implemented 5+ cinematic cutscenes for "Piper's Cat Café" in Unity (C#), enhancing narrative delivery and player immersion.
- Refined story pacing and character interactions with the design team, reducing cutscene skip rates by 10%.
- Built reusable scripting frameworks for cutscene triggers and animations, improving development efficiency.

VR Park   **Jakarta, IDN**
Game Developer Intern   *Sep 2022 - Jan 2023*
- Developed and deployed multiplayer VR systems in Unity (C#), reaching 60+ daily players across two mall locations.
- Worked with designers to optimize user interactions, improving frame rates by 25% and reducing load times for better scalability.
- Integrated VR SDK plugins and multiplayer networking to enable real-time collaborative gameplay.

PROJECTS

ASR-RUNNER
- Built a lightweight AI-powered Attack Surface Reconnaissance tool in Go and Python, integrating subfinder, httpx, and katana for automated security scanning.
- Developed automated workflows to streamline reconnaissance processes for penetration testing.

JAM.AI
- Built a Node.js-based chatbot fine-tuned on 600+ medical Q&A pairs to provide personalized nutrition tips.
- Integrated large datasets from Kaggle and applied data preprocessing to simulate accurate health conversations.

LEADERSHIP & COMMUNITY

Bellevue College Tech Club   **Seattle, WA**
President   *May 2024 - Jun 2025*
- Led 15+ technical workshops and events, growing active membership from 20 to 35+ students and building community engagement.
- Managed the leadership team, coordinating planning, outreach, and club strategy.
- Mentored members on coding fundamentals and guided them through building their first projects.

Bellevue College Hackathon 2024   **Seattle, WA**
Organizer   *Jan 2024 - Jul 2024*
- Designed and developed the official hackathon website to handle registration, schedules, and event information for 160+ participants.
- Coordinated on-site operations, managing 12 volunteers and 6 judges across 24 project submissions.
- Delivered a talk to 20+ Korean exchange students on how BC Hacks 2024 was built and organized.