

# Joseph Chamdani

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## CORE SKILLS

	<b>Team Collaboration</b>	<b>Agile Development</b>
	<b>Machine Learning</b>	<b>Data Processing</b>
	<b>Leadership</b>	<b>Customer Support</b>
	<b>UX Thinking</b>	<b>Interactive Design</b>
<b>Technologies:</b>	Python, Java, C#, SQL, Unity, Google Cloud, AWS, AutoML, Git	
<b>Languages:</b>	English, Bahasa Indonesia	

## EDUCATION

<b>Bachelor of Science in Informatics</b>	
<b>Minor in Business</b>   University of Washington, Seattle, WA	June 2027
<b>Associate of Arts &amp; Sciences</b>   Bellevue College, Bellevue, WA	June 2025
<ul style="list-style-type: none"><li>• <i>President, Bellevue College Tech Club</i></li><li>• <i>Organizer, Bellevue College Hackathon 2024</i></li><li>• <i>Secretary, Bellevue Indonesian Club</i></li></ul>	

## RELEVANT EXPERIENCE

<b>AI Engineer Intern   Stockbit   Jakarta, Indonesia</b>	June 2024 – Sep 2024
<ul style="list-style-type: none"><li>• Organized and processed data from Google Cloud and AWS databases</li><li>• Developed internal APIs to support engineering team integrations</li><li>• Implemented OCR tools to detect fraudulent KYC documents and improve approval speed</li></ul>	
<b>Game Developer Guest Student   Touchten Games   Jakarta, Indonesia</b>	June 2023 – Aug 2023
<ul style="list-style-type: none"><li>• Developed narrative and cutscene logic in Unity using C#</li><li>• Collaborated with game design team on story pacing and flow</li><li>• Supported staff with interactive story scripting and refinement</li></ul>	
<b>Game Developer Intern   VR Park   Jakarta, Indonesia</b>	Sep 2022 – Jan 2023
<ul style="list-style-type: none"><li>• Built interactive VR experiences using Unity and C#</li><li>• Participated in weekly sprint reviews and applied feedback to improve stability</li><li>• Onboarded and mentored new interns to support a collaborative environment</li></ul>	

## PROJECTS

<b>KYC OCR System   Stockbit   Jakarta, Indonesia</b>	June 2024 – Sep 2024
Python, Jupyter, TesseractOCR, AutoML, BigQuery	
<ul style="list-style-type: none"><li>• Developed an OCR-based automation system for validating KYC documents</li><li>• Used Google Cloud AutoML and BigQuery to process and classify real-world user data</li><li>• Improved verification efficiency and reduced manual workload during approval</li></ul>	
<b>JAM AI   Personal Project   Bellevue, WA</b>	Apr 2024 – Apr 2024
Python, OpenAI, Kaggle, JavaScript	
<ul style="list-style-type: none"><li>• Built a GPT-powered health assistant for diabetes management</li><li>• Fine-tuned GPT-3.5 on 600+ Q&amp;A pairs to deliver personalized nutritional tips and reminders</li><li>• Integrated real-world data to simulate interactive health conversations</li></ul>	

**Dino Marine VR | VR Park | Jakarta, Indonesia**

Sep 2023 – Dec 2023

Unity, C#, VR

- Contributed to a multiplayer underwater VR game during internship
- Scripted core game logic, added subtitle functionality, and supported gameplay features
- Built immersive interactions to enhance user experience in a theme park setting

## COMMUNITY ENGAGEMENT

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**Speaker, BC Hacks 2024 Lecture | Bellevue College, WA**

July 2024

- Invited to give a guest lecture on running successful hackathons for 20+ Korean exchange students
- Shared insights on planning, outreach, sponsor management, and coordinating events for 100+ participants

**Student Volunteer | Komunitas Sahabat, Indonesia**

Jan 2023 – May 2023

- Led educational activities for underprivileged children in Bahasa Indonesia including writing, reading, and drawing
- Assisted in web development efforts to support the organization's outreach and learning tools

## ADDITIONAL EXPERIENCE

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**Experience Center Operator | Starcamp Asia | Bali**

Aug 2022 – Sep 2022