William Moses

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Projects

Quantum Computing

- Learned the fundamentals of Quantum Computing.
- Utilized IBM's cloud quantum computing service Qiskit.

Human-Computer Interaction: UI/UX Design

- Designed a wireframe for a website to exchange books using Adobe XD.
- Designed a Hierarchical Task Analysis (HTA) diagram to understand the necessary steps to be taken by users to complete a task within a service.
- Worked in a team of 4 to plan the general idea for our website and present it to the Professors.

Algorithm Design and Analysis

- Wrote multiple pseudocodes.
- Analyze and trace famous algorithms such as: Insertion Sort, Quicksort, Binary search, and Hashing.
- Best-case, average-case, and worst-case time complexity analysis (Big O).
- String searching: Knuth-Morris-Pratt (KMP).
- Graph Algorithms: Depth-First Search and Breadth-First Search.

Scheduling and Networking

- Programmed Job Queue algorithm for OS Process Scheduling.
- Utilized scheduling algorithms (Shortest Job First, First Come First Served, Round Robin).
- Learned about memory (Stack, Heap) and the Kernel.
- Learned about IPC and Concurrency.
- Sockets programming in C Language.

Experience

PT. PUTRAJAYA SUKSESGEMILANG   **Jakarta, Indonesia**
June 2022 – August 2022

<u>IT Developer</u>

- Developed new script and function to support company's system updates using Python. Classifying and calculating the number of products before storing the data into a table.
- Data manipulation and analysis of company's products.

MEGA Don Quijote Shibuya   **Tokyo, Japan**
August 2024 – Present

<u>Tax Free Cashier</u>

- Demonstrate leadership skills by guiding and supervising colleagues to prevent mistakes.
- Check out customer's purchases and make it tax free.
- Helping other colleagues by returning cancelled products to their rightful place.

Education

Bachelor of Science (GPA 3.86)   **Newcastle University, Newcastle upon Tyne, UK**
September 2020 – June 2023

<u>Modules:</u> Quantum Computing, Human-Computer Interaction, Algorithm Design and Analysis, Operating Systems and Networks, Information Storage and Retrieval, Security Programming

<u>Awards, Certifications, and Activities:</u>
2020 – 2023 | Vice-Chancellor's International Scholarship
2020 – 2023 | Member of Indonesian Student Association's Football Team
2021 | Python for Data Science Course by Schoters
2022 | "Building a Future from Video Games" public speaking
2023 | BSc in Computer Science, Specialised in Game Engineering with First Class Honours Classification

Technical Skills

<u>Expertise:</u>

- C++
- C#
- Python
- SQL
- HTML/CSS
- JavaScript

<u>Other Programming Languages:</u>

- C
- Java

<u>Spoken Languages:</u>

- Indonesian (Native)
- English (Native)
- Japanese (JLPT N2)
- Chinese – Mandarin (Basic)

<u>Other Skills:</u>

- Full-stack Web Development
- Relational Database Design
- UI/UX Design
- Excellent in communicating and collaborating
- Great attitude in learning and punctual
- Creativity in finding solutions