

BRYAN KRISTIONO

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Waterloo Computer Science Student | 2B

Skills

Languages:

Java, C++, Javascript,
C, HTML, SCSS,
Python, Bash, Racket

Tools:

Angular, React Native, Expo
Linux/Unix, AWS, Jenkins,
Google Cloud Services
Photoshop, Indesign

Hardware:

Arduino, Roborio,
Controller Area Network

Education

University of Waterloo

Candidate for
Honours Bachelor of
Computer Science | Co-op
2016 - 2021
GPA: 3.67

Awards

First Robotics Competition:

2017 Durham District Winner
2016 North bay Regional Winner
2016 Waterloo Regional Winner
2016 Championship Division Finalist

Activities

Fashion for Change	2018
• Web Developer	
Party Games Club	2017 - 2018
• Executive	
Acapella ACE	2017 - 2018
• Tenor 2	
Waterloo Math Faculty	2017 - 2018
• Orientation Leader	
• Ambassador	

Work Experience

Qualicom | Programmer Trainee

Apr 2017 - Aug 2017

North York, ON

- Developed web applications using Angular and provided suitable user interface for customers.
- Designed and programmed mobile UI for ecommerce website with consideration to UX.
- Integrated Continuous Delivery by constructing a Unix build server with Jenkins capable of automating builds, tests, and deployment.

Projects

Alexa Skill | Animal Buzz (Javascript)

Jan 2018

- Launched an Alexa app quiz game on US stores applying Amazon Web Services Lambda for development.
- Enhanced Voice User Interface specifically for young children, as per design for Alexa Skills Challenge.

Injury Detector | BruiseClues (Javascript)

Sept 2017

- Deployed a native app that uses Google cloud vision API to detect injuries and notify the user relevant treatment information.
- Developed with Javascript and React native on Expo.io to allow the app to run on both IOS and Android.

FRC Robot | Black Mamba (Java)

Jan 2016 - Apr 2016

- Developed camera tracking for automatic targeting using Roborealm and retroreflective tape for a ball shooting robot.
- Utilized trigonometric analysis to integrate computer vision with motion control.
- Created over 30 autonomous sequences to achieve double the points during competition.

Volunteer Experience

THEORY 6 | Robotics Mentor

Sept 2016 - Present

Mississauga, ON

- Teach students the process of integrating actuators and sensors to mechanical components.
- Guide students to produce mechanical movements with the use of libraries and sensors.

Hack the North | Volunteer

Sept 2017

University of Waterloo

- Spent over 20 hours volunteering for Canada's largest hackathon, including helping with set-up, registration and hardware lending.