LAURENSIUS JUNAIDY

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EDUCATION

University of California San Diego, San Diego, CA June 2023
Bachelor of Science, Mathematics and Computer Science

- Relevant Coursework: *Computer Organization and Systems Programming, Basic Data Structures and Object-Oriented Design, Advanced Data Structures, Theory of Computability, Design and Analysis of Algorithms, Data Science in Practice, Supervised Machine Learning Algorithms.*

SKILLS

Languages: *Proficient in Python and HTML; Familiar with Java, Javascript, and CSS ; Exposed to C, C++, MATLAB, and Assembly.*
Frameworks: React, Git
Databases: MySQL

PROJECTS

- **Pong Game (Python)**
  - Developed a pong video game copy using pygame module, conditional statements, and looping statements that allow up to 2 players to play a table tennis video game.
  - Implemented features similar to competitive video games using Python and pygame modules such as a victory screen when a certain number of goals are achieved, angle randomizer at the start of the game, and scoreboards for both players.
  - Demonstrated my proficiency in Python by creating 4 features for the paddle when activated by the players to add more player interactions and game mechanics.
- **Sudoku (Python)**
  - Developed a sudoku solver to solve a 9x9 grid sudoku using recursion and backtracking algorithm to fill empty spaces with necessary numbers.
  - Implemented a function to check the input is valid by checking the number inserted and to keep trying different number combinations.
  - Demonstrated my recursion and backtracking abilities by creating a solver that is capable of generating and guessing new numbers to fill empty spaces and repeat the process to solve the sudoku
- **Whack-A-Mole (Javascript, HTML, CSS)**
  - Developed a whack-a-mole video game using Javascript, HTML, and CSS that allows a player to select the mole on the 3x3 grid.
  - Implemented functions that allow the mole and the plant to move around the grid.
  - Designed a visually appealing video game environment using PNG files that are implemented in the program to attract and engage players to play the game.
- **Predicting the CCRB's Decision On Complaints from Civilians (Python):**
  - Developed a mathematically-driven system to detect CCRB complaints that are substantiated by methods of data wrangling, obtaining important features, and fitting the best prediction model from 279,645 unique complaints dataset
  - Demonstrated my machine-learning knowledge by performing 4 different classification methods: logistic regression, k-nearest neighbors, random forest, and gradient boosting to compare the performance of each algorithm to get important features.