

# Adhyaksa Pribadi

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## EDUCATION

### UNIVERSITY OF PITTSBURGH

B.S. IN COMPUTER SCIENCE

Graduated Dec 2016 | Pittsburgh, PA

### CERTIFICATIONS

HTML, CSS AND JAVASCRIPT

by The Hong Kong University of Science and Technology on Coursera | May, 2016

### FRONT-END WEB UI FRAMEWORKS AND TOOLS

by The Hong Kong University of Science and Technology on Coursera | June, 2016

## SKILLS

### PROGRAMMING:

Advanced:

Java • HTML5 • CSS3

Intermediate:

Python • JavaScript • SQL

Novice:

C • C#

### OTHER

JUnit • Selenium • VisualVm

Git • Android Studio •

Google App Engine • Agile/Scrum

## COURSEWORK

### UNDERGRADUATE

Data Structures

Computer Organization and Assembly Language

Intro to Systems Software

Algorithm Implementation

Software Engineering

Software Quality Assurance

Programming Languages for Web Applications

Interface Design Methodology

## LINKS

Github:// [ragapribadi](#)

LinkedIn:// [adhyaksa](#)

## WORK EXPERIENCE

### ARCONIC | SYSTEMS ANALYST

February 2017 – Present | Pittsburgh, PA

- Led as the Project Manager to implement GitHub as the central version control system at Arconic Technology Center which satisfied IT compliance requirements.
- Acted as Technical Lead to design and implement a lab instrument inventory module within the Laboratory Information Management System (LIMS).
- Kicked off an initiative to digitize lab equipment information by designing and developing electric lab notebooks that secured lab data within LIMS.
- Worked with lab managers to create project plans that were targeted towards the continued effort to increase efficiency and value of the LIMS system.
- Developed over 120 enhancements in the LIMS web application.
- Mentored a new hire which enabled her to complete enhancements for a process partner. This growth enabled the team to expand the project portfolio for the site as necessary.

### UNIV. OF PITTSBURGH ATHLETICS | OLYMPIC SPORTS VIDEO/TEAM MANAGER

August 2012 – May 2016 | Pittsburgh, PA

- Maintained and troubleshoot all video hardware and video software systems within the department.
- Edited game footage for team use.
- Assisted coaches with day to day activities and pool operations during meets and practices

### UNIV. OF PITTSBURGH STRUCTURAL BIOLOGY | LAB TECHNICIAN

June 2012 – July 2014 | Pittsburgh, PA

- Worked closely with the Research Assistant Professor to prepare samples for further examination and analysis.

## UNDERGRADUATE PROJECTS

### SPACEGAME | SPRING 2016

Technologies | Unity, C#

- SpaceGame hosts an open Unity scene featuring a dazzling, starry skybox, where the player is entertained by a simplistic model of a solar system, slowly orbiting around a central star.
- Developed during SteelHacks Hackathon.

### VIDEO PET | FALL 2015

Technologies | Android Studio, Java

- Project Manager/QA tester for an Android app that allows videographers to make editing decisions during the shoot.
- Led the development team's involvement in sprint cycles.
- Communicated with the customer to refine features and design mock-ups.

### AUTA | FALL 2015

Technologies | HTML5, CSS3, Python, Google App Engine

- Auta is a web application for students to receive and provide help.
- Handled user data and web pages using Python.