

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

- Worked as part of a three person team on the Post Go-Live Consolidation Project to develop, implement, and maintain the LabVantage LIMS (Laboratory Information Management System).
- Establish and maintain a high level of customer interaction in order to identify and recommend LIMS solutions to effectively and efficiently satisfy the data processing and information requirements of the business.
- Provide/coordinate reactionary support and preventive maintenance for LIMS with minimal supervision.
- LIMS activities include Project Management, Java Development, JavaScript Development, and SQL Development.

UNIV. OF PITTSBURGH ATHLETICS | OLYMPIC SPORTS VIDEO AIDE

September 2015 – May 2016 | Pittsburgh, PA

- Maintained and troubleshoot all video hardware and video software systems within the department.
- Edited game footage for team use.

UNIV. OF PITTSBURGH SWIMMING & DIVING | TEAM MANAGER

August 2012 – October 2015 | Pittsburgh, PA

- Recorded Swim Meets and responsible for all equipment used by the athletes and coaches
- 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.