James Hardjadinata

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EXPERIENCE

Software Engineer III at Avast, Emeryville, CA   Jul 2017 – Present

- Developed backend Docker container-based microservices in Java/Python, with MySQL, Redis, and extensive use of AWS.
- Also wrote automated tests, deployment pipelines w/ Spinnaker and Kubernetes, and infrastructure management w/ Terraform for the backend.
- Responsible for full knowledge of the backend architecture to onboard new engineers, help make decisions to changes in feature flows, and to coordinate with project/product management.
- Collaborated with product management to take ownership for and design new features in the backend, worked with other backend teams to consider scalability as well as frontend/client teams to communicate API flows and expectations.
- Went overseas several times to help understand existing Avast architecture (w/ Scala, Cassandra, etc.) and integrate it with our set of products; was a continuous point of reference as we connected the two backend systems across all flavors of our products internationally.

Software Test Engineer Intern at Clustrix, San Francisco, CA   Jun 2016 – Aug 2016

- Wrote automated test cases in Python and bash scripts involving extensive SQL/Clustrix-exclusive SQL.
- Reported bugs and reviewed code for the next version release, especially for replication, rebalancing, user-level locks, and cluster reporting.
- Added features to internal code for both performance and QA testing.
- Responsible for product knowledge to help troubleshoot and assist clients.

Software Development Intern at The Portal by K5 Ventures, Irvine, CA   Oct 2015 – Jun 2016

- Developed native Android apps and MEAN stack web apps for startups.
- Responsible as a team lead for daily decision making, project consultation and delivery with Agile.

EDUCATION

University of California, Irvine, Irvine, CA   Oct 2014 – Mar 2017

B.S., Computer Science, GPA 3.9

Oracle Certified Associate, Java SE 7 Programmer, Oracle Corporation   Apr 2013

SKILLS

Programming Languages: Python, Java, C/C++, HTML/CSS, Javascript
Technologies/Applications: Ansible, AWS, Helm, Git, Hibernate, Spinnaker, Linux, Cassandra, MySQL, Swagger/OpenAPI for REST APIs, Kubernetes, Terraform

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PROJECTS & AWARDS

CellTowers, Machine Learning Award @ UCI Mobile Data Science Hackathon (2016) – Developed a Python application for visualizing cell tower data, predicting data usage and other variables using PCA and Kalman filtering, and provides heat maps for optimization of tower signals. Worked on parsing and projecting the data, PCA, and graphing using pandas and matplotlib.

Friendboard, HackUCI (2015) – Created an Android app that transcribes phone calls for playback. Used the Microsoft Project Oxford speech recognition API and other APIs for audio normalization. Wrote all of the Android code, handled the Microsoft API and component integration.

Guesstimate, 1st @ IEEE GameSig/Semifinalist @ Microsoft Imagine Cup (2014-2015) – Created a Unity/C# game in a game jam that won 1st place versus 30+ games for simplicity, marketability, and cost. Wrote its difficulty algorithm, class/prefab implementations.

Spiral Galaxy Research (2014) – Group research for finding outliers in spiral galaxies, used Python/Java to parse hundreds of gigabytes of galaxies and used various mathematical/machine learning algorithms to determine outliers; implemented the algorithms and data parsing.