

James Hardjadinata

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EXPERIENCE **Software Engineer at Location Labs by Avast Software**, Emeryville, CA Jul 2017 – Present
Currently working on backend systems, using Java (Spring, Spring Boot) and Python (Flask) to create Docker-backed microservices and deploying them with Spinnaker and Kubernetes to AWS.

Software Test Engineer Intern at Clustrix, San Francisco, CA Jun 2016 – Aug 2016
Wrote automated test cases (regression, stress, acceptance, etc.) in Python and bash involving extensive SQL/Clustrix-exclusive SQL; reported bugs and reviewed code for the next version release, especially relating to replication, rebalancing, user-level locks, and cluster reporting. Added features to internal code for both performance and QA testing. Responsible for knowledge of the product in assisting clients.

Software Development Intern at The Portal by K5 Ventures, Irvine, CA Oct 2015 – Jun 2016
Developed native Android apps, MEAN stack web apps, and project consulting as a team lead/member, asserting full responsibility for client projects. Accounted for daily decision making and timely project delivery with Agile processes.

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:** Java, C, C++, Python, HTML/CSS, Javascript
Technologies/Applications: Ansible, AWS, Git, Mercurial, Hibernate, Jenkins, Linux, SQL, Swagger, Terraform

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 with teammates that transcribes speech phrases to play back after phone calls. Uses the Microsoft Project Oxford speech recognition API and other APIs for audio normalization. Wrote all of the Android code, and handled the Microsoft API as well as project component integration.
- **Card Suite (2015)** – Native Android app written with friends which houses 3 card games with a simple, clean design; designed the game state machine, XML layouts, and the socially-driven minimax AI sourced from research papers, as well as handled publishing to the Google Play store.
- **Guesstimate, 1st @ IEEE GameSig/Semifinalist @ Microsoft Imagine Cup (2014-2015)**
– Created a Unity/C# game in a group game jam that won 1st place versus 30+ games from many universities for simplicity, marketability, and cost. Wrote its difficulty algorithm, class/prefab implementations.
- **Flashcards Lab (2014)** – Developed an Android lab for students to implement for a Java class at UCI, structured to cover basic Java syntax and OOP fundamentals; utilized various Android APIs and SQL deployed on AWS to store player statistics.
- **Spiral Galaxy Research (2014)** – Group research for finding outliers in spiral galaxies, used Python/Java to parse thousands of galaxies and employ various mathematical/machine learning algorithms to determine the outliers; implemented the algorithms and data parsing.