James Hardjadinata

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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

EXPERIENCE

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 RESTful web apps, and project consulting as a team lead/member, taking full responsibility for clients and their projects. Accounted for daily decision making and timely project delivery with Agile processes.

SKILLS

Programming Languages: Java, C, C++, C#, Python, HTML/CSS, Javascript
Technologies/Applications: Linux, SQL, MongoDB, Node.js, Unity, Git, Mercurial

PROJECTS & AWARDS

- **Discord Bot (2017)** – A Discord bot written in Python using Django as a backend and incorporates many APIs for its 20+ commands e.g. Discord.py, Google, Reddit, etc. Commands include music playback w/ search querying, info retrieval from popular sites like Imgur, and nifty features like Markdown message formatting.
- **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. Handled the Microsoft API, wrote all Android code, and integrated components of the project together.
- **Card Suite (2015)** – Native Android app written with friends which houses 3 card games under one app with a simple, clean design; designed the game state structure, programmed the XML layout and minimax socially-driven AI sourced from research papers; wrote most of the backing code and handled publishing.
- **Guesstimate, 1st @ IEEE GameSig/Semifinalist @ Microsoft Imagine Cup (2014-2015)** – Created a Unity/C# game in a group game jam that won 1st place against 30+ games from several universities for simplicity, marketability, and cost. Wrote the backing 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 an Amazon AWS server to store player statistics.
- **Spiral Galaxy Research (2014)** – Group research for finding outliers in spiral galaxies, used Python + Java to retrieve the data values of thousands of galaxies and apply various mathematical/machine learning algorithms to determine the sets of variables that identified outlier galaxies; implemented the algorithms involved and some data parsing.