Philip Gudijanto

909 660 1578 | pgudijan@uci.edu | Irvine, CA | github.com/Spectre-1

Technical Skills

Languages: C/C++, Java, Python, Matlab, CSS, HTML
Testing: Jtest
Libraries/Frameworks: React.js, Node.js, Flask, React Native
Developer Tools: Git, GitLab, MongoDB, MySQL, Docker, Trello

Education

University of California, Irvine — Irvine, CA
Computer Science, B.S — *June 2019 – June 2023*

Experience

C++ Developer — February 2023 – Current
Carboncopies foundation

- Contributed to the organization's goal of promoting and accelerating whole brain emulation through pair programming to fix bugs and enhance performance of the game engine for a public outreach program
- Set up CI/CD pipelines test due to migration from Github to Gitlab

Full Stack Developer Intern — March 2022 – June 2022
Limon, Irvine — *Irvine, CA*

- Designed UI/UX using industry tools like Figma, resulting in mockups for the application
- Collaborated in pair programming to develop over 50% of the front-end using React Native
- Contributed to the creation of an AI recommendation algorithm in Python using Tensor Flow
- Ensured code maintainability and readability by enforcing code styling through prettier and adding documentation as needed

Undergraduate Research Assistant — June 2021 – September 2021
University of California, Los Angeles — *Los Angeles, CA*

- Conducted research on the correlation between human vision, facial recognition, and the human brain, while assisting in developing and implementing new experiment protocols using Python and PsychoPy
- Gathered experimental data in Microsoft Excel and analyzed it in MATLAB, producing 2D graphs displaying reaction time and degree of eccentricity.

Projects

Path finding Visualizer | *React Native* — December 2022 – Current

- Developed a personal project using React Native to create a web app that displays a grid layout with various search algorithms for pathfinding
- Implemented a feature for users to generate custom maze patterns and select the search algorithm to solve the maze
- Demonstrated problem-solving skills and proficiency in React Native by building a functional and user-friendly app.

Publications

Visual Perception of 3D Space and Shape in Time - Part IV — Pre-print
- 3D Shape Recognition by 3D Rotation

- Caominh Le, Samantha Pedersen, Nathaniel Chen, Jonathan Chan, Brian Ta, Patrick Wilson, Trevor McCarthy, Emma Barseghyan, Anushka Chauhan, Hind Saif, Jonathan Tu, Darren Wijaya, Annika Zhang, Erica Li, Camille Marangi, Setayesh Nekarae, Felicia Wang, Alice Yanovsky, Umaima Afifa, Javier Carmona, Diego Espino, Leonard Schummer, Philip Gudijanto, Gurleen Kaur, Andrew Lam, Matthew Mar, Elizabeth Mills, Alexandra Nevins, Elijah Ortiz, Kyle Wheeler, Aaron Blaisdell, Katsushi Arisaka.
- doi: https://doi.org/10.1101/2022.03.01.482164