

PHILIP GUDIJANTO

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TECHNICAL SKILLS

Languages: C/C++, JavaScript, Java, Python, Matlab, CSS, HTML

Testing: CTest, GTetst, JTest

Libraries/Frameworks: React.js, Node.js, Flask, React Native

Developer Tools: Git, GitLab, MongoDB, MySQL, Docker, Trello

EDUCATION

University of California, Irvine

Computer Science, B.S

Irvine, CA

June 2019 – June 2023

EXPERIENCE

Software Developer || Quality Assurance Engineer

June 2023 – Current

Biometrics4All

Irvine, CA

- Collaborated with cross-functional teams to ensure the quality and reliability of biometric software solutions
- Created and maintained C# and VBA code to configure and customize biometric applications, ensuring precision and compliance with industry standards.
- Demonstrated proficiency in coding using C# and VBA within the .NET Framework.

Backend Developer

February 2023 – Current

Carboncopies foundation

Remote

- Volunteered and collaborated to identify, fix bugs as well as maintain the organization's open source game engine.
- Helped set up CI/CD pipelines for the organization's migration from Github to Gitlab, ensuring seamless and efficient code deployment and delivery.
- Utilized C++ to develop and execute test cases in CTest using the Google Test (GTest) framework to ensure the quality and functionality of the software.
- Utilized VCpkg and C++ to develop and set up a SQL Connector allowing the API to interact with our database

Full Stack Developer Intern

March 2022 – June 2022

Limon, Irvine

Irvine, CA

- Designed UI/UX mockups for Limon's IOS app using Figma, ensuring a user-friendly and visually appealing interface.
- Collaborated in pair programming to develop over 50% of the front-end in JavaScript using React Native, implementing responsive design and optimizing performance.
- Contributed to the creation of an AI recommendation algorithm using Python and Tensor Flow.

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.
- Co-authored and published a paper. Accessible at <https://doi.org/10.1101/2022.03.01.482164>

PROJECTS

Random restaurant finder | *Node.js, Express.js, React, Axios*

May 2023 – Present

- Developed a full-stack web application using Node.js, Express.js, React, and Axios, showcasing deep understanding of RESTful API concepts, front-end development, and server-side programming.
- Integrated the Yelp Fusion API to fetch real-time data about local restaurants, handling API calls securely on the server-side to protect sensitive information.
- Managed and stored Yelp API keys securely using environment variables, ensuring the confidentiality and integrity of the application.
- Successfully deployed the application using Render, demonstrating proficiency in modern deployment strategies and cloud-based platforms.