WESLEY JUDY

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RELEVANT COURSEWORK

Computer Vision
ECS174 • Spring 2022

Operating Systems
ECS150 • Spring 2022

Computer Architecture
ECS154A • Winter 2022

Computer Networks
ECS152A • Winter 2022

Programming Tools
ECS161 • Winter 2022

Artificial Intelligence
ECS170 • Summer 2021

Algorithm Design/Analysis
ECS122A • Winter 2021

Data Abstraction
and Structure
ECS036C • Winter 2020

Machine Learning
ECS171 • Winter 2020

TECHNICAL SKILLS

React Native
Python
Java
C++
SQL
Git
Ruby
Ruby on Rails
Lua

OTHER SKILLS

LaTeX
Spoken Mandarin
Fluent Indonesian

EDUCATION

University of California, Davis (Davis, CA)   *Graduated 2023*
B.S. in Computer Science
GPA: 3.8 / 4.0

TECHNICAL WORK EXPERIENCE

Tokobay, Front-End Developer   *Aug 2020 - Aug 2021*
- Developed the company's flagship application with the same name which is used for food orders and delivery
- Utilized React Native to build the front-end of Tokobay's app and back-end development with Ruby on Rails
- Maintained application's English and Indonesian support with React-i18next

GroupWork, Front-End Developer   *Oct 2021 - Dec 2021*
- Implemented a mobile Chat application along with basic authentication with the company's proprietary API
- Directed a group of interns to develop the GroupWork mobile companion app
- Developed application front-end with React Native and Redux

Bank Central Asia, Business Information Technology Intern   *Jun 2019 - Aug 2019*
- Redesigned M-BCA app UI to accommodate visually impaired people with Android Studio
- Added Text to Speech support for the M-BCA app
- Maintained the BIT division's Sharepoint databases

Destiny Noble Academy, Coding Tutor   *May 2019 - Jun 2019*
- Taught the concept of data types, for and while loops, and conditional statements with a focus on object-oriented programming

PROJECT EXPERIENCE

Idle Slimes | Game Development   *Jan 2023 - Mar 2023*
- Developed an idle slime farming simulator game using Pico8 and Lua
- Worked in a small team with Git version control
- Analyzed and designed gameplay loop and user interface

Image Classification Machine Learning Neural Network   *Apr 2022 - Jun 2022*
- Created a neural network with linear and convolution layers using PyTorch to classify images into set categories
- Utilized dropout and max pooling to prevent overfitting
- Trained and validated the model on a 60,000 image dataset
- Recorded loss and accuracy to adjust the model depth and number of neural nodes accordingly

Activity Log   *Apr 2021 - Jun 2021*
- Created a website to allows users to view exercise progress and plan future workouts with reminders
- Used Node and Express to create a back-end server for authentication and database management
- Created user profiles using Google's OAuth service for better web security
- Hosted a database using SQLite to store user exercise data.

Proxy Server   *April 2022 - June 2022*
- Created a local server using Python that caches websites for faster future access
- Used the socket library to create a port to send and receive information from websites

Hexapawn Move Evaluator   *June 2021 - August 2021*
- Created a move evaluator for the game, Hexapawn, which evaluates the most optimal move for the player
- Implemented the Minimax algorithm to evaluate various possible board states to find the most optimal next move to win the game