

Albert Reynaldi Sudjana

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Education

University of California,
Berkeley
B.S. Electrical Engineering
and Computer Sciences,
2019
GPA: 3.18

Relevant Coursework

- Data Structures
- Algorithms
- Database Systems
- Discrete Math and Probability Theory

Languages

JavaScript • Java •
Python • C++ • C • SQL
• HTML • CSS

Frameworks & Tools

Node.js • React • Vue.js
• Express.js • MongoDB
• MaterialUI • UIKit •
Git • Shell • VS Code

Methodologies

Unit Testing •
Agile/Scrum

Experience

Bizzy- Full Stack Software Engineer Intern (May 2018-August 2018)

- Integrated cXML for product punchout operations to be used with various enterprise resource planning systems
- Created and unit tested various APIs to help store UOMs using MongoDB
- Developed frontend elements and Redis connection for the backoffice e-cart team using Vue.js and UIKit

Bank of Indonesia- Research Intern (June 2016-July 2016)

- Explored possibilities to make a new payment platform/gateway in Indonesia and how it would be beneficial for e-commerce websites
- Primarily focused on the implementation of payment platforms worldwide through methods including tokenization and point-to-point encryption

Graha Technology Nusantara Data Center- Technician Intern (July 2016-Sept 2016)

- Worked on the conditioning of tier 4 data centers
- Collaborated with a team to help inform potential clients regarding the specifics of the data center

Projects

Internship Portal (Javascript, Ongoing)

- Using Node.js, React and MaterialUI to create an internship portal for students to look for internships in Indonesia
- Implemented Elasticsearch to search through data gathered from various websites using Beautiful Soup

Restaurant Randomizer (Javascript, May 2018)

- Built a randomizer that generates a random restaurant using Node.js to help decide day-to-day food decisions
- Dataset for nearest restaurants is taken from zomato scrapped using Beautiful Soup

Bear Maps (Java, April 2018)

- Rendered a functional route searching map of Berkeley by rastering images of different resolution.
- Route searching is done by the A* search algorithm and location data is parsed from an XML file

Explorable World Engine (Java, March 2018)

- Created a loadable and explorable 2d tile game that pseudo randomly generates a world based on a seed input.
- The engine relied on serialization to handle all load/save functionality and is constructed using various data structures and abstractions under an object oriented technique.

Ants vs SomeBees (Python, September 2017)

- Used inheritance and object oriented programming to create the functionality for Ants vs Bees(similar to Plants vs Zombies), a tower defense game, that dictates how characters interact with each other