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)*
- Converted JSON payload to cXML for product punchout operations to be used with various enterprise resource planning systems
- Created and unit tested punchout 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)*
- Collaborating with a team of 3 people to design and develop an internship portal for students in Indonesia
- Using Node.js, React and MaterialUI to build the portal with data gathered using Beautiful Soup

Random Restaurant *(Javascript, May 2018)*
- Built a randomizer that generates a random restaurant using Node.js by entering ZIP code
- Used YELP fusion API to get data for restaurants in area

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