

Albert Reynaldi Sudjana

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Education

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

Experience

Bizzy, *Full Stack Software Engineer Intern*

May 2018-August 2018

- Integrated various enterprise resource planning systems by devising cxml payload convertors in Node.js for product punchout operations
- Streamlined UOM storage for the punchout team by creating asynchronous localized and syncable database APIs using MongoDB
- Updated and unit tested user mapping APIs for the growth team using Sinon.JS
- Developed ecart frontend elements that syncs previous user input by using Redis, 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

- Assessed the conditioning of tier 4 data centers
- Acquired potential clients by collaborating with a team to promote specifications of the data center

Projects

IndoInternships

Javascript, Ongoing

- Engineered a React-powered internship portal to connect students with Indonesian companies
- Implemented with Node.js, React and MaterialUI with data gathered using Beautiful Soup

Where to Eat?

Javascript, May 2018

- Developed a restaurant randomizer based on ZIP code input
- Built using Node.js and the YELP fusion API

Bear Maps

Java, April 2018

- Spearheaded a functional route searching map of Berkeley by rastering images of different resolution.
- Route searching is done using 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.
- 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

- Engineered the functionality for Ants vs Bees(similar to Plants vs Zombies), a tower defense game, that dictates how characters interact with each other

Skills

Languages JavaScript, Java, Python, C++, C, SQL, HTML, CSS, Git

Frameworks Node.js, Sinon.js, React, Vue.js, Express.js, MongoDB, MaterialUI, UIKit, Bootstrap