Albert Reynaldi Sudjana

albertsudjana@berkeley.edu | (628) 234-4090 | github.com/albertsudjana | linkedin.com/in/albertsudjana

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

Frameworks & Tools
Node.js • React • 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 by implementing a JSON to cXML convertor
- Created APIs to store and sync unit of measure mappings with other services in Bizzy's microservice architecture using MongoDB
- Developed frontend Redis connection with Bizzy backoffice e-cart page

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
Bear Maps(Java)
- 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

Scheme Interpreter(Python)
- Created a scheme interpreter for a subset of the Scheme language

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

Yelp Maps(Python)
- Created a visualization of restaurant ratings using machine learning and the Yelp academic dataset through the construction of a Voronoi diagram
- Created a prediction on the ratings of all other restaurants based on user preferences.

Explorable World Engine(Java)
- 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.