Albert Reynaldi Sudjana

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

Experience
Bizzy, *Full Stack Software Engineer Intern*   **May 2018-August 2018**
- Devised cxml payload convertors in Node.js for product punchout operations to be used with various enterprise resource planning systems
- 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 frontend elements that connects to Redis 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**
- 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