Albert Reynaldi Sudjana

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

Education

University of California, Berkeley **Bachelor of Science, Electrical Engineering and Computer Sciences, May 2019**
Relevant Courseworks Data Structures, Object Oriented Programming, Algorithms, Databases, Machine Architecture

Skills

Languages JavaScript, Java, Python, C++, C, Ruby, SQL, HTML, CSS, Git
Frameworks Node.js, Sinon.js, React, Vue.js, Express.js, MongoDB, MaterialUI, UIKit, Bootstrap, Spark, Flask, JUnit

Experience

Oracle NetSuite, *Software Engineer* **July 2019 - Present**

- Collaborated with the Suitecloud Development Framework team to extend object compatibilities in NetSuite with our XML oriented framework using Java and SQL
- Applied agile and test driven development practices to build cross-team dependent features
- Modularized backend APIs to encapsulate development framework to promote a self-service system

IndoInternships, *Co-Founder & Software Engineer* **August 2018 - November 2018**

- Started a ReactJS-powered internship portal to connect students with Indonesian companies by making a centralized site for Indonesian internship job postings
- Configured job search with Elasticsearch and scraped job postings using Selenium and Beautiful Soup

Bizzy, *Full Stack Software Engineer Intern* **May 2018 - August 2018**

- Integrated online B2B marketplace and e-procurement platform with various enterprise resource planning systems by devising cxml payload convertors in Node.js for product punchout operations
- Streamlined UOM storage for the punchout team in a test driven, agile development process 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**

- Researched possibilities to design a new payment platform in Indonesia and its benefit for e-commerce websites
- Primarily focused on the implementation of payment platforms worldwide through methods including tokenization and point-to-point encryption

Projects

Predictive Yelp Ratings, Python **October 2018**

- Engineered a Yelp review predictor based on frequency of words in a dataset using MapReduce in Spark
- Achieved 70.5% correctness using 32000 reviews for training and 8000 reviews for testing

Bear Maps, Java **April 2018**

- Spearheaded a functional route searching map of Berkeley by rastering images of different resolution
- Incorporated A* search algorithm for route searching using data from an XML file with tests performed using Junit

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

Robot Controller Automation, C++ **March 2017**

- Created an object oriented program that relies on multithreading to project the actions a robot should take upon XML input

Interests Internet and Networks, Web Development, Basketball, Video Games