BENEDICT TEDJOKUSUMO

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EDUCATION

Dartmouth College, Hanover, NH   **September 2019 - June 2023**
Bachelor of Arts, Major: Computer Science   **GPA: 3.77/4.0**
Relevant Coursework: Discrete Mathematics, Algorithms, Data Structures, Applied CS, Computer Architecture

Westmoor High School, Daly City, CA   **August 2015 - June 2019**
Activities: Logical Object Oriented Programmers, Future Business Leaders of America   **GPA: 4.0/4.0**

RELEVANT EXPERIENCE

Qualtrics, Seattle, WA   **June 2022 - Present**
Software Engineer Intern
- Develop a premium application for major companies to integrate Qualtrics XM data within the infrastructure of Genesys, a call center platform, by displaying real-time user profile cards and a general experience dashboard
- Create a 30+ page design document to plan and detail both the front and back end of the embedded application
- Use React, Typescript, and Jenkins for efficient development and proper testing through unit and integration tests

Google, Mountain View, CA   **January 2022 - April 2022**
Software Engineer Intern
- Designed and developed the extension of the Search Onebox platform, addressing user search intents on the Play Store by providing an interactive display that directs users to a query's destination, satisfying 1.5M+ searches/day
- Detected, filed, and fixed existing bugs and maintained test scripts to ensure design and technical accuracy
- Expanded the Search Onebox platform for on-device navigation, allowing support for new non-app query intents

DALI Lab, Hanover, NH   **January 2020 - June 2022**
Level III Software Engineer and Developer Mentor
- Mentored 40+ new developers for 20+ hours/week and led various multi-term projects for clients, including Dartmouth College's ITC Department, Dartmouth Outing Club, and Dartmouth Reality and Robotics Lab
- Upgraded and redesigned Dartmouth Outing Club's online platform to allow 1500+ users to create profiles and sign up for ongoing outdoor trips as well as streamline club executives' abilities to manage members

PROJECTS   TOOLS USED

Dalí Museum Exhibit   **Unity - C# - Tobii Eye Tracking**
- Collaborated with the Dalí Museum to develop a digital experience that analyzes eye-tracking patterns from various art pieces used for future research, educating 400k+ annual museum-goers on how to view paintings
- Managed the collection and analysis of gaze data; created methods to plot coordinates and generate heatmaps

BetMate   **React - AWS Lambda - Netlify**
- Managed the front-end side of a chess betting platform that aims to increase spectator engagement and audience
- Successfully launched an MVP in a 10 weeks span that fully allowed users to spectate chess games and place wagers using virtual currency with plans to license the software to major online chess sites

Dartmouth Wifi Reports   **React - MongoDB - Docker**
- Orchestrated the front-end development of a reporting system to upgrade existing campus infrastructure
- Traced and analyzed Wi-Fi complaints of 6000+ users from access points within the Dartmouth network

SKILLS & INTERESTS

Skills: Proficient in Python, Java, C, C#, JS; Conversational in Indonesian (Bahasa) and in Beginner-Level Mandarin
Honors & Awards: Questbridge Finalist, Colma Chamber of Commerce Recipient, FBLA State Champion in Computer Game and Simulation Competition
Interests: Mobile App Development, AR/VR, Video Game Development, Basketball, Chess, Speedcubing, Dogs