BENEDICT TEDJOKUSUMO

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EDUCATION

Dartmouth College   **Jun 2023**
Bachelor of Arts, Major: Computer Science   Hanover, NH
Relevant Coursework: Discrete Mathematics, Algorithms, Data Structures, Applied Computer Science
Cumulative GPA: 3.75/4.0

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

RELEVANT EXPERIENCE

DALI Lab   **Jan 2020 - Present**
Level III Software Engineer and Developer Mentor   Hanover, NH
- Mentored new developers for 20+ hours/week and led three multi-term projects for clients, including Dartmouth College's ITC Department, Dartmouth Outing Club, and Dartmouth Reality and Robotics Lab
- Guided new developers to plan, formulate and assess goals for projects and personal development
- Served as a project liaison between clients and developers to plan meetings and create outlining roadmaps
- Upgraded and redesigned Dartmouth Outing Club's online platform using React to enable users to create profiles and sign up for organized outdoor trips as well as streamline club executives' abilities to manage members

UCODE   **Jun 2020 - Jan 2021**
Programming Instructor and Curriculum Developer   San Francisco, CA
- Collaborated with the CEO to plan and create teaching materials and methods in Python, Java, and Unity
- Provided specialized consultation to help students exceed in object-oriented programming and critical thinking
- Taught and assisted students 4+ times/week through Zoom using tools such as polls and programs such as Repl

University of California, San Francisco   **Jun 2019 - Aug 2019**
Image Analysis Intern   San Francisco, CA
- Designed and developed algorithms with Python that analyze white and grey matter segmentation in brain scan MRIs to detect early effects of multiple sclerosis
- Implemented multi-structured programs to display atrophy and muscle points utilizing data mapping, anatomical segmentation and enlarged lesion identification in the human brain
- Worked under the guidance of a UCSF research associate to learn industry-wide techniques and toolsets

PROJECTS   TOOLS USED

BetMate   **React - AWS Lambda - Netlify**
- Managed the front-end side of a chess betting platform that aims to increase spectator engagement and audience

Sign Language Space Adventure   **Unity - C# - Oculus Hand Tracking**
- Developed a virtual reality program with Unity and C# to teach users American Sign Language (ASL) using the Oculus Quest's hand-tracking system; planning to publish the program in the Oculus Store by mid-2021

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; 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: Basketball, Chess, Video Game Development, Speedcubing