BENEDICT TEDJOKUSUMO

4759 Hinman Box, Hanover, NH 03755 · (415) 579-6349 · benedict.f.tedjokusumo.23@dartmouth.edu

EDUCATION

Dartmouth College, Hanover, NH — **June 2023**
Bachelor of Arts, Major: Computer Science — **Cumulative GPA: 3.71/4.0**
Relevant Coursework: Discrete Mathematics, Algorithms, Data Structures, Applied Computer Science

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

RELEVANT EXPERIENCE

DALI Lab, Hanover, NH — **January 2020 - Present**
Level III Software Engineer and Developer Mentor

- 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, San Francisco, CA — **June 2020 - January 2021**
Programming Instructor and Curriculum Developer

- 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 (UCSF), San Francisco, CA — **June 2019 - August 2019**
Image Analysis Intern

- 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
- Successfully launched a 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

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: program and various features fully published on the Oculus Store

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