

Christian Dennis

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Education

University of California, Berkeley

Bachelor, Electrical Engineering and Computer Science **GPA 3.53**

Berkeley, CA

August 2014 – May 2016

Diablo Valley College

Associates Degree, Mathematics **GPA 4.00**

Pleasant Hill, CA

June 2012 – May 2014

Engineering and Computer Science Coursework

Skills

OS : OSX, Linux, Windows

Programming Languages: Python, Java, C, C++, HTML, CSS, JavaScript, SQL, Matlab

Others: Git, Android Studio, Ruby on Rails, JQuery, React, Photoshop, Illustrator

Language: Fluent in written and spoken Indonesian

Experiences

Software Engineer at Helpio

<http://www.helpio.xyz/>

Berkeley, CA

October 2015 – April 2016

Develop The Helpio Android Application from ground up

- Manage consistency between frontend and backend as the server being developed and new bugs discovered
- Collaborate closely with iOS, web, and backend teams
- Design the application both for aesthetic and usability
- Maintain and merge the works across the android team

Software Engineer Intern at Bornevia

<https://www.bornevia.com>

Jakarta, Indonesia

June 2015 – August 2015

Developed The Bornevia Android application from ground up

- Worked in agile environment for fast development
- Applied Asynchronous Programming to achieve smooth User Experience
- Maintained and merged the works across the android team
- Implemented Socket.IO to achieve RealTime

Projects

StudyGroup (<http://thestudygroup.herokuapp.com>)

Fall 2015

- Developed a study group platform where users can find/host a group to study together
- Designed APIs and database for efficiency
- Led the frontend development in the fast-paced agile methodology
- Continuously developed and adjusted features/implementation of the app
- Maintained consistency between FrontEnd and BackEnd
- Managed application deployment

Artificial Intelligence Pacman (CS188)

Fall 2015

- Implemented and adjusted uninformed and informed (with heuristics) search to solve pacman
- Developed learning pacman agent with Reinforcement Learning

Database Systems (CS186)

Fall 2015

- Developed a query optimizer in SimpleDB
- Developed a recovery system (from crash) in SimpleDB

Pintos (CS162)

Spring 2016

- Developed an efficient scheduler for Pintos Operating System
- Implemented system calls to support user programs
- Implemented file system to avoid fragmentation with support for both small and large files

Ants and Some Bees (CS61A)

Fall 2014

- Developed a tower defense game similar to Plants vs Zombies
- Applied functional and object-oriented programming paradigms

Coursework

- Computer Security
- Structure and Implementation of Computer Program
- Efficient Algorithm and Intractable Program
- Artificial Intelligence
- Program Design and Data Structure
- Operating System and System Programming
- Discrete Mathematics and Probability Theory
- Software Engineering
- Database Systems