Jared Tjahjadi

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Education

Stony Brook University, Stony Brook, NY   Aug 2020 – May 2024
Bachelor of Science in Computer Science   GPA: 3.5
Relevant coursework: Object-Oriented Programming, Data Structures, Discrete Mathematics, Computer Networks, Analysis of Algorithms, Natural Language Processing, Full-Stack Web Development, Software Engineering, Cloud Computing

Experience

Associate Modeling & Simulation Engineer, MITRE   Oct 2024 – Present
- Developed an identification service for a program interacting with a middleware that sends and receives aircraft messages and events, allowing for accurate identification of platforms in a scenario and contributing towards the key goals of federal sponsors
- Created a full-stack web app using Flask and Plotly Dash that interacts with the OpenAI API to display an artificial intelligence-backed analysis on user-implemented aircraft simulations, accomplishing the sponsor priority of increased usage of AI
- Collaborated with a Chief Engineer to orchestrate a script that models airline routes and determines route regions based on real-time airport and flight data, which will be used by the United States government to test new platform capabilities

Object-Oriented Programming Teaching Assistant, Stony Brook University   Aug 2022 – May 2023
- Held office hours and supervised lab sessions of 30 students for a course on Object-Oriented Programming in Java
- Discussed lecture material, answered questions regarding assignments, and provided feedback on homework

Computer Science Team Intern, Sparks Within Reach   Jul 2021 – Aug 2021
- Collaborated with a team of seven developers to create a minimum viable product website that hosts educational resources for homeless children in New York City and documentation of the different curriculums for instructors
- Leveraged Firebase as the backend to display curriculum materials and assign role-based permissions for users
- Integrated the website with Firebase Authentication and React to provide login and verification functionality

Skills

- **Programming Languages:** Java, Python, JavaScript, HTML, CSS, TypeScript, C#
- **Frameworks/Libraries:** React.js, Node.js, Express, SASS, NumPy, Plotly, pandas (Python), Flask
- **Databases:** MongoDB, Mongoose, PostgreSQL
- **DevOps/Tools:** Docker, Git/GitHub, GitHub Actions, CI/CD

Projects

Stardew Valley Log Menu   Jan 2024 – Mar 2024
A mod for the 2016 farming simulator video game Stardew Valley; adds an in-game menu that displays previously seen dialogue.
- Programmed using C# and implemented libraries from the Stardew Modding API (SMAPI) and the base game code
- Gauged players' interest by proposing an improvement to the game, reaching over 6,000 downloads, 27,000 views and counting
- Enhanced *Stardew Valley*'s quality of life by incorporating user suggestions, fixing bugs, ensuring compatibility with latest game versions, and coordinating translations into other languages with other mod developers in the community

Fake Stack Overflow   Sep 2023 – Dec 2023
A full-stack web application inspired by the Stack Overflow website; utilizes the MERN stack.
- Integrated frontend and backend technologies to create user-friendly, accessible, and efficient user experience
- Utilized the Node library bcrypt to implement robust security measures by securing sensitive user data such as passwords

Train Your Human   Mar 2023
A single-player point-and-click game in which the player is a "god" that controls a human's daily routine.
- Developed with the Python visual novel engine Ren'Py over one week as a participant in the Stony Brook University Game Development & Design Club (GDDC)'s 2023 Ren'Py Competition
- Formed a team with an artist and fully programmed the game's mechanics, and conditional in-game triggers and audio cues
- Implemented bug fixes and additional in-game features after the game's initial release

Robotic Operating Bot (R.O.B.)   Nov 2020 – Apr 2021
An interactive Discord bot with utilities for music and moderation, and text games such as rock paper scissors and coin-flipping.
- Fabricated a Discord bot in JavaScript using the Node.js module Discord.js
- Added general utilities and games in which the bot automatically sends messages with different text based on user input
- Used the Node.js module ytdl-core to play audio from YouTube videos in Discord voice channels

Extracurriculars

- *Founder/President*, Stony Brook University Pokémon GO Club   Oct 2022 – May 2024
- *Co-Head Activities Coordinator*, Stony Brook University Science Fiction Forum   Nov 2022 – Dec 2023