

JASON MATTHEW SUHARI

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Preferred Start: **Summer 2025 (May 2025, open for part-time)** | Expected Graduation: 2027 (Y2) | ML/AI, Data Engineering

EDUCATION

National University of Singapore | BSc. (Hons) Data Science and Analytics Aug. 2023 - Present

- GPA: 4.70 / 5.00 (Expected Honours with Highest Distinction)
- Relevant Coursework: Introduction to Data Science, Artificial Intelligence, Programming Methodology, Linear Algebra, Data Structures and Algorithms, Data Visualization, Probability, Mathematical Statistics, Quantitative Finance

PROJECTS

BugBytes | NUS SoC Orbital '24 Artemis-Level Game Development Project – [Link](#) May 2024 - August 2024

- Developed UDP P2P network architecture for GameMaker with a dedicated server and user data pipeline hosted on Google Cloud Platform, allowing for scalable and reliable global cross-client communication.
- Spearheaded client experience and UI/UX design alongside good software engineering practices including continuous integration, version control on Git, documentation, design patterns, code reviews, and automated unit testing.

Urban Sound Classification | IT1244 Artificial Intelligence Project – [Link](#) Jan 2024 - May 2024

- Built a convolutional neural network (CNN) for urban sound classification on the UrbanSound8X dataset
- Operated data augmentation on FLAC audio files with use of Google Cloud API to manage big data

CHS Case Competition 2023 & 2024 | App Designer – [Link](#) August 2023 - September 2024

- (2023) Designed a Singapore-based screen-addiction management application based on gamification, with a conceptualized application with MERN (MongoDB, Express.js, React, Node) tech stack
- (2024) Developed hospital menu selection and logistics management application based on pricing psychology to combat inpatient food wastage in Singapore

SKILLS

Programming Languages / Libraries: Python (NumPy, Pandas, SciKit-Learn, Matplotlib, BeautifulSoup, PyTorch, TensorFlow, ELI5, Seaborn), R (Tidyverse), SQL, Java, C#, GML, HTML, CSS (Sass, Tailwind), JavaScript (React, Node, TypeScript)

Hard Skills / Technical Skills: Microsoft Office, Git, GitHub, Blender, GameMaker, PowerBI, Tableau, Jupyter, Google Colab, Figma, Data Analysis, Arduino, Web3, Project Management, Troubleshooting, Data Visualization, Machine Learning, UI/UX, Apache Spark, Airflow, Kafka, Spark, Hadoop, Docker

EXPERIENCE

CS1010A: Programming Methodology | Teaching Assistant & Forum IC Aug. 2024 - Present

- Conducted weekly tutorial sessions on programming methodology in Python for 12 undergraduate students
- Fostered positive student community through weekly forum engagement as the Forum-In-Charge

Prince George's Park Residences | Resident Assistant June. 2024 - Present

- Handled emergencies and conflict resolutions, planned events for 1,000+ residential ecosystem
- Organized and executed large-scale events with a turnout of ~150 participant
- Led Student Leaders Affairs subcommittee, responsible for cluster leader recruitment, training, and welfare