Jonathan Jauhari

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PROFILE

Motivated computer science student passionate about data analytics, with a proven interest in learning technologies, such as IoT and machine learning, as well as clearly communicating solutions to clients or peers, eager to leverage teamwork and creative problem-solving skills developed through hackathons and market research projects.

EDUCATION

The University of Melbourne Melbourne, Australia

Bachelor of Science in Computing and Software Systems February 2019 – December 2021

- Helped first-year students adjust to university studies, as a Melbourne Peer Mentor.
- Dean's Honours List 2019 (top 3% of cohort)
- Current weighted average mark: 89.6%
- Breadth studies in finance and economics, elective studies in data science.

Pelangi Kasih Advanced Secondary School Jakarta, Indonesia

Cambridge International GCE AS and A-Levels July 2016 – June 2018

- Mathematics (A), Physics (A), Biology (A*)
- Tutored peers on mathematics and physics, continuously improving on student feedback.

SKILLS

Programming Languages	Python, SQL, Java, JavaScript, TypeScript, C, R, MATLAB
Libraries/Frameworks	React, Pandas, Matplotlib, Spring Boot, Qt
Tools and Software	MySQL, Git, Node.js, Google Cloud Platform, LaTeX, Jupyter
Languages	English (Fluent), Indonesian (Native)

RELEVANT PROJECT WORK

Stock portfolio visualiser web application August 2020

- Designed a React-based web interface, styled with Bootstrap, to look up US stocks, construct portfolios, and compare and visualise historical returns over time.
- Developed a Spring Boot REST API back end in Java, leveraging a public stock data API, as well as Hibernate/MySQL to persist users' portfolio allocations.

Country classification study June 2020

- Engineered models to predict countries' average lifespans based on World Development Indicators, after performing necessary data transformations using Scikit-learn and Python.
- Optimised and compared accuracies of various machine learning models, and clearly summarised differences in a report with rich visualisations, written with LaTeX.

Tennis articles data analysis report April 2020

- Extracted tennis match score data from 100 online news articles with a Python script.
- Produced plots with Matplotlib to visualise correlation between player win rates and average game differences in a report written with LaTeX.

Phonetic Transliteration Program November 2018

- Developed a Windows/Linux application in Python to transliterate sentences in English and IPA.
- Created a regex system to separate syllables based on phonetic transcriptions.
- Designed a cross-platform user-friendly GUI with QtCreator, and PyQt.

EXTRA-CURRICULAR EXPERIENCE

UniJam 2020 Hackathon

Team Leader August 2020

- Developed and distributed a Windows/Linux Python game in under a week, a café-themed variant of Connect 4 with board rotation, customizable board size, and AI opponents.
- Implemented a responsive user interface and an animated board, with an object-oriented design.
- Led a team of 4 in project planning and version control with Git.

Global Victoria Intellect Program

Student Consultant July 2020

- Advised a Victorian vehicle turntable exporter firm on entering an international market.
- Coordinated work virtually in a culturally diverse team of 6 on a market research project which delivered ahead of schedule and received positive feedback from the client.
- Researched company profiles for market opportunities and legal documents for tariff implications, with the help of a Python web scraping script.

Microsoft Student Accelerator Program

Participant March 2020 – November 2020

- Excelled in a series of self-guided bootcamps on machine learning, and Azure IoT.
- Implemented a neural network with Keras and Scikit-learn to predict news articles' main topic based on headlines, and received a 91.26% overall mark for the project.
- Visualised telemetry data from a simulated Azure IoT device in Power BI, and received a 97% overall mark for the project.

University of Melbourne Information Security Club

Member March 2019 – Present

- Competed in local and online cybersecurity competitions in a team of 4.
- Researched methods to exploit vulnerabilities of websites and naive RSA encryption.

University of Melbourne Competitive Programming Club

Member March 2019 – Present

- Competed in a mock International Collegiate Programming Contest round.
- Led discussion in a team of 3 to solve 4 novel algorithmic problems in 5 hours.

INTERESTS

Puzzles and games	Logic puzzles, Rubik's cube, building cathedral replicas in Minecraft
Learning languages	Casually learning Chinese and Japanese, fond of Esperanto
Online courses	Completed 2 4-course Coursera specializations on Google Cloud Platform

REFEREES

Available upon request.