1600 Grand Avenue
St. Paul MN 55105
(612)-245-6198

Joseph Saputra

josephrama1510@gmail.com
Github
Website

EDUCATION

St. Paul Minnesota   **Macalester College**   **Expected May 2027**
B.A. in Computer Science

EXPERIENCE

Co-Founder   **UWC Coding Community**   **Mar 2022 - Dec 2022**
Phuket, Thailand

- Led weekly lectures in collaboration with two co-founders, providing comprehensive instruction on simple programming concepts using Python.
- Empowered over 20+ students to achieve mastery in coding through interactive and engaging sessions.
- Made diverse projects, including a video game, student database, and calculator, employing libraries such as sqlite3 and pygame.

Part-time Back-end   **Happy Time**   **May 2023 - July 2023**
Solo, Indonesia

- Managed backend operations at Happy Time (arcade game company), overseeing the system that tracked daily arcade game usage.
- Utilized Python and Excel to meticulously calculate and record the number of players for each arcade game on a daily basis.
- Generated detailed reports to analyze trends and patterns in game usage, providing valuable insights to enhance the overall gaming experience.

PERSONAL PROJECTS (Github)

- **SumAI (2024).** Article summarizer app leveraging GPT-4 with a modern interface. Developed using Redux Toolkit, **React.js**, Vite, and **Tailwind CSS** for optimal user experience.
- **U-Blog (2024).** An online platform using back-end **Next.js and MongoDB** for seamless sharing of coding, physics, and philosophy blogs. Implemented a dynamic and user-friendly interface.
- **You Plant (2023)**. Crafted a **Java application** enabling users to simulate planting scenarios. Implemented features for experimenting with soil types, pH levels, and water conditions to assess plant survival.
- **Mark V Shanney (2023)**. AI text generator using **Java and Markov chain techniques.** Implemented an algorithm to analyze text from many newsgroups, generating posts that mimic human-like interaction.
- **Brick Breaker (2023)**. Developed an engaging **Java-based** brick breaker game. Implemented interactive features, dynamic ball mechanics, and user-friendly controls for an immersive gaming experience.
- **Audio-Synth (2023).** Engineered a **Java-based** audio synthesizer that functions as a note tracker for inputted songs. Providing users with the ability to analyze and synthesize musical compositions.

SKILLS

- Python, Java (Object Oriented Programming), JavaScript/TypeScript, HTML/CSS
- MongoDB, SQL, GIT, Data Structures, Algorithms
- Proficient in English, Indonesian, Malay, and Javanese