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Joseph Saputra

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Github
Personal Website

EDUCATION

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

EXPERIENCE

Digital Assistant	**Communications & Marketing Team of Macalester College**	**January 2024 - Present**
	St Paul, Minnesota, USA	

- Strengthen Macalester College's online presence by diligently contributing to SEO initiatives, conducting comprehensive checks for broken hyperlinks, and ensuring optimal website performance.
- Improved website accessibility through strategic enhancements, including the addition of alt text to images and thoughtful revisions to link text, making digital content more inclusive.
- Applied skills in Support Services, Personal Assistance, Search Engine Optimization (SEO), Virtual Administrative Support, HTML, and Cascading Style Sheets (CSS) to execute tasks efficiently.

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.

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.

MOST RECENT 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.
- **WSmart-Forecast (2024)**. Mobile weather app crafted with Flutter, Dart, and C++. Delivers a user-friendly experience on iOS and Android, providing real-time weather updates with precision.
- **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, Dart, C++
- MongoDB, SQL, GIT, Data Structures, Algorithms, Flutter
- Proficient in English, Indonesian, Malay, and Javanese