

# JOSEPHINE WIDJAJA

2A COMPUTER SCIENCE

## CONTACT



josephine-w.github.io



in/josephine-w/



josephine-w



j4widjaj@uwaterloo.ca

## SKILLS

### LANGUAGES:

Python, C/C++, JavaScript,  
HTML, CSS/SASS, R, SQL

### FRAMEWORKS/LIBRARIES:

Django, Pandas, NumPy

### SOFTWARE + OS:

AWS, Excel VBA, Git,  
Jupyter Notebook, Linux  
(bash), MS Suite, Power BI,  
Sharepoint, Windows

## EDUCATION

### BACHELOR'S OF COMPUTER SCIENCE

University of Waterloo



SEP 2020 - MAY 2025



GPA: 3.7

## EXPERIENCE

### BUSINESS TECHNOLOGY ANALYST

BMO | JAN 2022 - PRESENT

- Developing an automated **Excel** data reconciliation tool with **VBA** and contributing to a process guide to present to the team
- Organizing team data on **Sharepoint** for 100+ other employees to view
- Co-assisting in the migration of team's data onto **Power BI**
- Trained a new hire on updating daily fiscal reports through pulling data from **Clarity** databases in order to support daily team activities

### SOFTWARE DEVELOPER (M.L.)

ASSENT COMPLIANCE | MAY 2021 - AUG 2021

- Ran **Python** scripts on **Jupyter** to build, train and test pre-trained **NLP Models** through **AWS Sagemaker**
- Used **AWS CLI** to build and process objects on **AWS S3**
- Helped develop ML models with tasks like Named-Entity Recognition (NER), Image Classification, and Text Comprehension
- Organized and recorded team data using **Excel**, **LucidChart**, and **Confluence** for 30+ other team members to view

## PROJECTS

### reci.py

DJANGO, HTML/CSS, JAVASCRIPT, HEROKU, BS4 | MAR 2022

- A **multi-person Python project** that acts as an online fridge and recipe finder
- Using **BeautifulSoup web scraper** to automate recipe and ingredient retrieval
- Using **HTML, CSS**, and **Javascript** with **Django** framework to integrate **Python** scripts into the web
- Deployed using **Heroku**

### straights (card game)

C++ | DEC 2022

- Developed a **command-line interface** four-player card game in **C++** using **MVC**
- Utilized **OOP** principles like **polymorphism** and **inheritance**
- Deployed memory management via **STL containers** (i.e. vectors and deque), as well as **smart pointers**
- Implemented CPU players to play against human players

### operate

PYTHON | AUG 2021

- Developed a game inspired by the Operation board game using the **pygame** library (**Python**)
- Based on **object-oriented programming**
- Implemented **hand-drawn graphics** into game