

Josephine Widjaja

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SKILLS

PROGRAMMING AND DATABASE:

Python, SQL (MySQL), R, C/C++, JavaScript, HTML/CSS

LIBRARIES/Frameworks:

Pandas, NLP (spaCy, transformers, Regex), TensorFlow, Numpy, Scikit-Learn, BeautifulSoup, Seaborn, Matplotlib, Django, ReactJS

OTHER SOFTWARE/TOOLS:

Power BI, Excel (Pivot Tables, V-Lookups, VBA), AWS, Confluence, Jira, Jupyter Notebook, Sharepoint

EXPERIENCE

Data Science Intern

09/2022 – present

KPMG

- Developing **NLP Model** using **spacy** text classification, **HuggingFace question-answering**, **camelot** table extraction, and **Python regex** to process PDF reports for business stakeholders
- Provided business stakeholders with continuous technical support for **Power BI** dashboard and **Excel**
- Automated compliance report tracking system in **Power BI**

Business Technology Analyst Intern

01/2022 – 04/2022

Bank of Montreal

- Spearheaded the creation of a **Power BI** dashboard to support data visualization and automation of fiscal reports
- Implemented team **Sharepoint** website for 100+ other employees to view
- Developed an automated **Excel** data reconciliation tool with **VBA** and **Pivot Tables**

Machine Learning Engineer Intern

05/2021 – 08/2021

Assent Compliance

- Built, trained, and tested pre-trained **Natural Language Processing** models through **AWS Sagemaker** to determine ideal models to process reports for internal stakeholders
- Helped develop models with tasks like Named-Entity Recognition (NER) and Image Classification
- Used **AWS CLI** to build and process objects on **AWS S3**

EDUCATION

Candidate for Bachelor's of Computer Science

09/2020 – 05/2024

University of Waterloo

PROJECTS

reci.py

03/2022

Django, HTML/CSS, JavaScript, Heroku, BeautifulSoup

- 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

straights (card game)

12/2021

C++

- Developed a **CLI** four-player card game in **C++** with **MVC**
- Utilized **OOP** principles like **polymorphism** and **inheritance**

- Deployed memory management via **STL containers** as well as **smart pointers**

operate [🔗](#)

08/2021

Python

- 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