Jose Jonathan Tano

Junior Laboratory Assistant | Undergraduate Computer Science

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EXPERIENCE

Full Time Laboratory Assistant

08/2023 - Present

BINUS University

- · Taught 7 classes every week per semester
- · Responsible for correction and case making
- Received training for Big Data Processing using Cloudera, Go, Kotlin, and C#
- · Game development using Unity
- · Business Analysis and Application using Visual Paradigm, Firebase, Electon, and NextJS
- · Web Design and Programming using ReactJS, Vite, Golang, PostgreSQL, and Flask
- · Mobile Application using Kotlin, and Firebase

Mentor Scholarship 08/2023 - 01/2024

BINA Nusantara University Student Advisory and Support Center

- · Tutor scholarship in academic studies, guiding freshmen
- · Taught program design methods for freshmen every week, conducting 10 weekly sessions
- Awarded a one-semester scholarship

Part Time Laboratory Assistant

02/2023 - 08/2023

BINUS University

- Taught 4 classes every week
- · Received qualification training for React, Computer Vision, ThreeJS, and ASP.net
- Creating a game for full-time laboratory assistant registration
- · Responsible for correction and case making

EDUCATION

Computer Science 09/2022 - Present

BINUS University - Bacherlor's Degree

GPA: 3.93

- · Part-Time Software Laboratory Assistant
- · Full-Time Software Laboratory Assistant
- · Mentor Scholarship

CERTIFICATES

Best Assistant Teaching Index

08/2024 - Present

Awarded as the assistant with the highest teaching index.

2nd Winner of Chain Fusion Hackathon - ICP Hub Indonesia

08/2024 - Present

ICP HUB Indonesia

Developed a socialfi application built on the Internet Computer using the Motoko Programming Language by integrating Internet Identities and natural language processing.

Garudahacks Participation 07/2024 - Present

An Al-powered web application that could recommend job opportunities based on their experience by utilizing Large Language Model and Vector database.

2nd Winner of Hackathon 3.0 - ICP HUB Indonesia

05/2024 - Present

ICP HUB Indonesia

Developed a chat application built on the Internet Computer using the Motoko Programming Language by integrating Internet Identities.

SKILLS

Kotlin Javascript

Dart Go
C++ C#
Python C

Motoko Figma
CSS Java
SQL Teaching

Typescript Public Speaking

LANGUAGES

JapaneseBasicEnglishFluentMandarinIntermediateIndonesianNative