

| | | |
|---------------------|--|--|
| CONTACT | <i>E-mail:</i> aldrianobaja.m@gmail.com | |
| INFORMATION | <i>WWW:</i> justhalf.net76.net | |
| CAREER OBJECTIVE | Improving human knowledge through academic teaching and in-depth research | |
| RESEARCH INTERESTS | Algorithm, mostly on natural language processing | |
| WORK EXPERIENCE | <p>Singapore University of Technology and Design (SUTD), Singapore <i>Research Assistant</i> Jul '15 - Present</p> <ul style="list-style-type: none"> • Explored semantic representation through word embedding algorithms • Advisor: Prof. Lu Wei <p>Knorex Pte. Ltd., Singapore <i>Research Engineer</i> Jul '13 - Jun '15</p> <ul style="list-style-type: none"> • Designed and performed experiments for text classification on news articles • Implemented and extended existing method on concept extraction for key terms extraction • Redesigned and optimized a system for efficient distributed computing • Developed and maintained in-house tools for natural language processing | |
| EDUCATION | <p>National University of Singapore, Singapore Jul '09 - Jul '13 Undergraduate, School of Computing</p> <ul style="list-style-type: none"> • Bachelor of Computing (Computer Science, First Class Honours) • Recipient of Lijen Industrial Development Award (Second top student) • Majoring in Computer Science with focus area on Computer Networks • Taking the course under Turing (research) Program • Minor in mathematics <p>SMAK 1 BPK PENABUR, Bandung, West Java, Indonesia Jul '06 - Jun '09 Senior high school education</p> | |
| PAST RESEARCH | <p>School of Computing, National University of Singapore, Singapore <i>Final Year Project</i> (Honours Project) May '12 - Apr '13</p> <ul style="list-style-type: none"> • Evaluated an existing algorithm for domain specific Word Sense Disambiguation through comparison with other algorithms • Advisor: Prof. Ng Hwee Tou <p><i>Undergraduate Research Opportunity Program (UROP)</i> May '11 - Apr '12</p> <ul style="list-style-type: none"> • Implemented and evaluated existing algorithm on extracting data from the Web under different domain through extensive experiment • Advisor: A/P Stéphane Bressan <p><i>Undergraduate Student Researcher (USR)</i> May '10 - Dec '10</p> <ul style="list-style-type: none"> • Analyzed the quality of translation from English to Malay and English to Bahasa Indonesia • Adapted existing Malay word stemming program into Bahasa Indonesia • Studied the language differences between Malay and Bahasa Indonesia • Advisor: Prof. Ng Hwee Tou | |
| ACADEMIC EXPERIENCE | <p>School of Computing, National University of Singapore, Singapore <i>Web Project Developer</i> for TEAMMATES May '12 - Jun '12</p> <ul style="list-style-type: none"> • Evaluated existing code and improve testing time to 5 times faster by refactoring and recoding the whole testing phase in 6 weeks • Migrated the application from a client-based Javascript website into server-based JSP website <p><i>Teaching Assistant (TA)</i></p> <p>Class tutor for CS1231: Discrete Structures Aug '12 - Nov '12 Laboratory TA for CS1020: Programming Methodology 2 Jan '12 - Apr '12 Laboratory TA for CS1020: Programming Methodology 2 Aug '11 - Nov '11 Laboratory TA for IT1006: MATLAB Programming Jan '11 - Apr '11</p> <ul style="list-style-type: none"> • Performed beyond the call of duty by conducting a mock exam to help students understand the topic • Delivered presentations in class of around 14 to 22 students every week | |

| | | |
|-----------------------------|--|--------------------------|
| CO-CURRICULAR ACTIVITIES | NUSSU commIT (formerly known as NUSSU CBLC until Jun '11) | |
| | Head of Technical Cell | Jul '12 - Jun '13 |
| | <i>Assistant Head of Technical Cell</i> | Jul '10 - Jun '12 |
| | <i>Member of Technical Cell</i> | Aug '09 - Jun '10 |
| | <ul style="list-style-type: none"> Maintained 100+ computers in the computer clusters in NUS through general cleanup, backup, and automated updates Developed public and internal website of NUSSU commIT for intensive daily usage | |
| | Technical Head of NUSSU CBLC IT Flair 2010 | Feb '10 - Apr '10 |
| | <ul style="list-style-type: none"> IT Flair is a combination between IT Fair and Flea market Developed website as publication media for the event and for selling second-hand items | |
| | Vice Project Director of NUSSU CBLC Cyberia Camp 2010 | Oct '10 - Dec '10 |
| | <ul style="list-style-type: none"> Cyberia Camp is a 3-day camp for certified Adobe Photoshop and Illustrator Training Led a team of 14 people to successfully organized the camp and received overwhelming response and positive feedback | |
| | | |
| AWARDS | Lijen Industrial Development Award | Jul '13 |
| | <ul style="list-style-type: none"> Represents the second top student in the batch | |
| | Dean's List Recipient for 4 (four) semesters | Jul '09 - Dec '11 |
| | <ul style="list-style-type: none"> Represents top 5% of the cohort in Jul '09, Jan '10, Jan '11, Jul '11 | |
| | Scholarship from Indonesian Government to pursue tertiary education | Jul '09 - Jun '13 |
| | Bronze medal , International Mathematical Olympiad in Bremen, Germany | Jul '09 |
| | Bronze medal , International Mathematical Olympiad in Madrid, Spain | Jul '08 |
| | Absolute winner , National Mathematical Olympiad in Surabaya, Indonesia | Sep '07 |
| | Bronze medal , National Mathematical Olympiad in Semarang, Indonesia | Sep '06 |
| | Gold medal , National Mathematical Olympiad in Jakarta, Indonesia | Sep '05 |
| | <i>NUIS ISCF (Indonesian Students' Christian Fellowship)</i> | |
| | Executive Committee | Jul '11 - May '13 |
| | <ul style="list-style-type: none"> Managed a weekly group meeting of around 40 students | |
| PROJECTS | YunReading , final project for software engineering module | Aug '11 - Dec '11 |
| | <ul style="list-style-type: none"> An online e-book reader based on Javascript framework JQueryMobile which is customized for display in mobile devices Developed the back-end to handle database and data input | |
| | Chatbox , personal project on L ^A T _E X chatting client | Apr '11 - Jun '11 |
| | <ul style="list-style-type: none"> A Java based software to communicate L^AT_EX messages via instant messaging Designed and developed the whole project | |
| | Sapta Samudra , final project for software engineering module | Jan '11 - May '11 |
| | <ul style="list-style-type: none"> A strategy turn-based game built using Java Designed most of the project design and developed most of the game mechanics and animation | |
| | | |
| HOBBY AND INTEREST | Music (playing piano), reading books, and literature | |
| | | |
| SKILLS | Computer Programming: | |
| | <ul style="list-style-type: none"> Java, Python, JavaScript, Perl, C++ | |
| | Software Engineering: | |
| | <ul style="list-style-type: none"> Designed and developed web and desktop applications | |
| | Information/Internet Technology: | |
| | <ul style="list-style-type: none"> Maintained small to moderate size computer networks | |
| | | |
| | Mathematics: | |
| | <ul style="list-style-type: none"> Combinatorics, especially graph theory | |
| LANGUAGES | Bahasa Indonesia (mother tongue), English | |