JASON
WANGSADINATA

📱 (+1) 201 270 7017
✉ jwangsadinata@gmail.com
🏠 http://jwangsadinata.com
jwangsadinata
jwangsadinata

EDUCATION

WESLEYAN UNIVERSITY
Middletown, CT
BA in Computer Science and Mathematics
May 2017
GPA: 4.00/4.00

SKILLS

PROGRAMMING
Over 5000 lines:
 • Java • Python • Ruby • JavaScript

Over 1000 lines:
 • HTML5 • CSS • C++ • R • SML • d3.js
 • SQL • LaTeX • Mathematica • C

Familiar:
 • Rails • Node.js • Bootstrap • C# • Android

SOFTWARE
 • Logic Pro X • Pro Tools • Microsoft Excel
 • Adobe Photoshop, Illustrator, InDesign,
   After Effects, Premiere Pro • Unity Engine

LANGUAGES
Fluent: • English • Bahasa Indonesia

HONORS

Huffington-Freeman Scholarship
   Full-tuition scholarship to Wesleyan based
   on academic and leadership achievement.
Phi Beta Kappa Honor Society (2017)
Dean's List (Sep 2013 - May 2017)
NAMM President's Innovation Award (2014)
Sherman Prize (2014)
   Best in mathematics as a freshman.
Robertson Prize (2015)
   Best in mathematics as a sophomore.
Silver Medals, Singapore Math Olympiad
   (2010-2012)

EXPERIENCE

FULL-STACK DEVELOPER Aug 2016 - May 2017
Quantitative Analysis Center, Wesleyan University, Middletown, CT
Developed a web visualization with d3.js on US Congressional tweets
and implemented feature for downloading datasets in Ruby on Rails.

UNDERGRADUATE RESEARCHER May 2015 - Aug 2015
Department of Mathematics, Wesleyan University, Middletown, CT
Examined the properties of *split graphs* as a subset of planar graphs
and wrote a program in Mathematica for identification of split graphs.

STUDENT FORUM INSTRUCTOR Jan 2017 - May 2017
Wesleyan University, Middletown, CT
Designed and taught a college-level course on *Web Development*.

COURSE ASSISTANT Jan 2014 - May 2017
Wesleyan University, Middletown, CT
CA for Imperative Programming, Linear Algebra, Discrete Mathematics.
Graded students assignments and held lab sessions where students
can get additional help with concepts they do not understand.

PROJECTS

WESFIX (*wesfix.wesleyan.edu*)
Developed a website using HTML5, CSS and PHP to streamline the
process for reporting and submitting work orders to Physical Plant.

IGNIS - A VIDEO GAME
Built a STEM related game in C#, using the Unity Engine and was
awarded the best game in Videogame Development class.

NETWORKS IN MUSIC
Analyzed the MIDI information in R, by using Girvan-Newman algorithm
to understand the relation between different musical instrumentations.

RELEVANT COURSEWORK

Mobile Software Development Aquincum Institute of Technology
**Distributed Systems, Computer Networks, Software Engineering,
Machine Learning and Data Mining, SQL and Databases,
Algorithms and Complexity, Network Analysis** Wesleyan University