

JASON

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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 configured the stack using Ruby on Rails with PostgreSQL.

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, using Girvan-Newman clustering algorithm to understand the relation between different musical range.

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