

Kendrew Christanto

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| EDUCATION

University of California, Riverside | **Expected Graduation:** December 2023 | *Bachelor of Science, Computer Science*

- Relevant Coursework: Data Structures & Algorithms, Machine Organization & Assembly Language, Design of Computer Operating Systems, Database Management Systems, Instruction Set Architecture, Software Construction, Data Analysis Methods, Introduction to Artificial Intelligence, Introduction to Information Retrieval, Compiler Design, Technical Communications

Diablo Valley College | **Attendance:** June 2019 - May 2021 | *Associate of Science, Computer Science*

- Graduated with Honors

| PROJECTS

SimpleScript Compiler | **March 2023** | [Github](#)

- Worked in a team to create a custom source code language called SimpleScript with unique syntactic conventions
- Used **flex** tool to produce lexical analyzer generation and **bison** tool to create a parser that checks adherence to SimpleScript's defined grammar
- Created a program to handle intermediate code generation that could then be executed by UCR faculty provided interpreter

Netflix User-Interface Clone | **September 2022** | [Github](#)

- Dynamic single-page web application built using **JavaScript**, **HTML**, and **CSS**
- Reads JSON files from TMDB API to populate the webpage with 60 everchanging movie title images
- Dynamically makes API calls upon user action (clicking of movie title) to populate and display a modal window containing an embedded movie trailer corresponding to the respective title

Rocket League Championship EDA | **May 2022** | [Github](#)

- Cleaned a **Kaggle** dataset consisting of 103 data columns detailing in-game statistics from 34,000 teams and 101,000 players while working alongside a team via a shared **Jupyter Notebook** on **Google Colab**
- Used **Pandas** library in **Python** and **Matplotlib** to construct visualizations
- Performed linear regression analysis, K-Means clustering, and Chi-Squared testing (correlation testing) using **Scikit-learn** library to gain insights on in-game mechanics and optimal player strategy

Scheduling Application | **November 2021** | [Github](#)

- Developed a productivity scheduler enabling users to input tasks tagged with a description, classifier flair, and a priority ranking using **C++**, **Git**, and **Github**
- Implemented a sorting algorithm to sort tasks on the basis of their priority ranking time
- Followed a **composite pattern** to implement task lists and **strategy design pattern** in the functionality of classification objects while working within a team that used **Agile/Scrum** methodology

| Work EXPERIENCE

Hawaiian Grill Express, Assistant Manager

May 2021 - August 2021

- Assisted restaurant manager with daily operations (inventory ordering, formulating work schedules, troubleshooting point of service system, etc.)
- Verified and maintained the net balance of cash reserved in registers upon daily openings and closures

| SKILLS

Languages: *Proficient:* C++, Python, Java, HTML, CSS, JavaScript, React.js, Tailwind, SQL

Frameworks/IDEs: *Proficient:* Github, NodeJS, Xilinx, MATLAB, RStudio, Jupyter Lab, VS Code