Vincentius J. Kosasih

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Objective

Computer Engineering major with strong collaborative spirit and notable customer support/service experience specializing in hardware/device design and pattern recognition. Articulate and adaptive in unpredictable, high-stress environments and collaborating with teams in different fields to drive innovation and push designs out within a reasonable time frame. Seeking an internship or work-study program starting August 2023 with short-term or long-term obligations and flexibility regarding relocations.

Education

Georgia Institute of Technology | Atlanta, GA *August 2022 – Present*
Bachelor of Science in Computer Engineering, GPA 3.26 Expected Graduation, May 2025
Georgia State University | Atlanta, GA *August 2021 – May 2022*
Transfer with 73 Credit Hours, GPA 4.00

Skills

Programming: Java, C, C++, Python, React.js
Software: Keil Studio, Adobe Photoshop, Microsoft Excel Certificated, IntelliJ, Leetcode, Github
Communication: Design proposals, business cards, pamphlet manuals, presentations (large and small audiences)
Languages: Spanish (conversational), Indonesian (native), English (fluent), Chinese (conversational), Korean (beginner)

Experience

Honeywell International | Atlanta, GA *May 2023 – September 2023*
Hardware and Software Intern in Offer Management
Conglomerate corporation with a focus in aerospace, performance materials, and safety technologies.

- Assisted in the documentation of testing procedures, results, and recommendations, providing a resource for future refinements of building management solution software
- Conducted in-depth analysis of benchmarking data to identify performance bottlenecks and areas for optimization
- Develop software applications and scripts to support hardware testing, data analysis, and system integration efforts

JunkFood Custom Arcades | Alpharetta, GA *May 2021 – August 2021*
Assembly Engineer Intern
Local, family-owned company with various patented designs in the game controller department.

- Assembled and tested over 1,000 various controllers and parts to ensure customer satisfaction and quality control
- Operated computer numeric control (CNC) and CO2 laser-powered engraving machines
- Acquired hands-on experience in supply chain logistics, inventory management, and manufacturing operations

Projects

Sudoku Game / Solver: Designed and developed a Sudoku puzzle game and solver using React.js and JavaScript. Utilized various algorithms and techniques to create an intuitive and efficient user interface for solving Sudoku puzzles. The solver was able to solve any Sudoku puzzle within a reasonable time frame and provided a step-by-step solution for the user. Project also included implementing an intuitive user interface and optimizing the solver algorithm for faster performance.
RPG-style Video Game: Designed and developed a mini, RPG-style video game using Keil Online Studio and C++ programming languages, with a focus on hardware integration. Integrated ULCD screens, buttons, and other hardware components using a breadboard, enhancing the overall gaming experience. The game utilized non-player characters, advanced mechanics such as health, and a boss fight with various spells and enemies. The project demonstrated a strong understanding of game development principles and proficiency in programming languages.

Relevant Coursework

Data Structures and Algorithms: Developed advanced Java programming skills and worked with common data structures and algorithms, focusing on memory management, time complexity and debugging protocols during implementation. Implement and use arrays, linked lists, stacks, queues, trees, sorting, and pattern matching algorithms, and graph algorithms.