Nathaniel Budijono

Aspiring computational scientist

{ https://github.com/nathanielbd
 https://linkedin.com/in/nathanielbd
 https://nathanielbd.github.io

Objective

Seeking machine learning, computational biology/ chemistry internships and research opportunities

Education

University of Minnesota-Twin Cities

Bachelor of Science, Computer Science and Mathematics Expected 2022

Achievements

- ❖ GPA of 3.7
- ❖ Honors Student
- ❖ ACT Score: 35/36
- Computer Science Scholarship (1 of 4 awardees)
- Honors CSE Scholarship, CSE Scholarship
- ❖ National AP Scholar
- ❖ National Merit Commended Student
- Best ML, AI, Social Good hack @Hacktech 2020

Coursework

- ❖ Data Mining, Machine Learning, Deep Learning
- Computational Genomics, Systems Biology
- ❖ Biochemistry, Quantum Mechanics
- Genetics, Scientific Research, Cryptology

<u>Skills</u>

Languages

Python, Java, C, R, Scala, SQL, Bash

App Frameworks

Flask, React, React Native

Data

Pandas, Numpy, PyTorch, Databricks, Sklearn

DevOps

Git, Docker, Linux, Google Cloud Platform, Datadog, Jenkins

Other

LaTeX, vim

Work Experience

Rally Health

Software Engineer Intern

May-Aug 2019

- Created a utility for next-generation data pipeline to gauge data throughput, monitor job duration, and track which rows failed which data validation. <u>Scala</u>, <u>Datadog API</u>, <u>Databricks</u>
- Created a comprehensive and responsive web dashboard with pipeline health and performance metrics for production and next-generation data pipeline. <u>Airflow</u>, <u>Flask</u>, <u>SQLAlchemy</u>, <u>nvd3.js</u>
- Created an ETL job to process ledger data from incentives program and performed end-to-end testing. <u>Spark</u>, <u>SQL</u>, <u>Redshift JDBC</u>

University of Minnesota - CSBIO Lab

Undergraduate Researcher

Dec 2018-

Created a pipeline for visualizing genetic interaction networks and investigated machine learning methods to predict gene function from a genetic interaction network. <u>Sklearn</u>

<u>Community</u>

University of Minnesota-Twin Cities
Society of Asian Scientists and Engineers

Lab Director

Jan 2020-

- Serve as lead project manager, architect, and programmer for a React Native mobile app for navigating the confusing maze of tunnels on campus.
- Create science, engineering, and programming workshops to facilitate extracurricular learning.

App Developers Club

Curriculum Director

Dec 2019-

Develop workshops to teach the intimidating parts of building an application from scratch in React Native and Flask