

# Nathaniel Budijono

## Curriculum Vitae

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### Education

Sep 2018 – **Bachelor of Science**, *University of Minnesota*, Computer Science and Mathematics.

May 2022 Advisor: Prof. Stefano Martiniani

Thesis: *Dynamic nested sampling for developable protein search*

Expected *summa cum laude* honors

Selected coursework:

- **Data science**: Data mining, machine learning, deep learning
- **Computational biology**: Computational genomics, systems biology, biochemistry, genetics
- **Quantum**: Quantum mechanics, computational chemistry, quantum computing
- **Math**: Cryptography, error-correcting codes, dynamical systems, topology

### Industry Experience

May 2021 – **Research Intern**, *Smart Information Flow Technologies (SIFT)*, AI.

Aug 2021 ○ Engineering features of BERT-based model for knowledge graph representation, entity tagging. *Huggingface, PyTorch*.

May 2020 – **Machine Learning Intern**, *CH Robinson*.

Aug 2020 Internship canceled due to COVID-19.

May 2019 – **Software Engineer Intern**, *Rally Health*, Data engineering team.

- Aug 2019 ○ Created a utility for data pipeline to gauge data throughput, monitor job duration, and track which rows failed which data validation. *Scala, Datadog API, Databricks*.
- Created a comprehensive and responsive web dashboard with pipeline health and performance metrics for data pipeline. *Airflow, Flask, SQLAlchemy, nvd3.js*.
- Created an extract-transform-load (ETL) job to process ledger data from incentives program and performed end-to-end testing. *Apache Spark, SQL*.

### Research Experience

Jan 2019 – **Research Assistant**, *University of Minnesota*, Department of Computer Science.

May 2022 Advisor: Prof. Chad Myers

- Created a pipeline for visualizing genetic interaction networks. *Networkx, Scipy*.
- Investigated machine learning algorithms for predicting gene function from genetic interaction networks. *PyTorch*.

### Honors and Awards

Oct 2020 **Finalist award**, *Wells Fargo*, Campus Analytics Challenge.

Developed novel supervised learning classification algorithm and statistically analyzed its performance. Earned \$1000 prize as a solo team against teams of students from Stanford, UC Berkeley, Georgia Tech, and UMN. *Scikit-learn*.

Mar 2020 **Best hack awards**, *CalTech*, HackTech 2020.

Best artificial intelligence hack, best social good hack, and best machine learning hack awarded by Citadel LLC out of 73 teams.

Team scraped PubMed, compared chemical structure to build and deploy web app for predicting efficacy and side effects of drugs for neurological disorders. *RDKit, BeautifulSoup, Selenium*.

- Mar 2020 **Honorable mention**, *MNSU*, Midwest Undergraduate Data Analytics Competition.  
Led team to achieve 2nd/32 highest F1 score of classifying civil rights legal cases in Kaggle competition. *XGBoost*.
- Mar 2019 **Third place**, *ACM UMN*, Cybersecurity competition.  
Led team in developing scripts for automated capture-the-flag attacks. *Bash*, *JavaScript*, *SQL*.
- Scholarships
- Olseth family scholarship
  - Cyrus and Mary Field scholarship
  - Chani and Wendy Sra scholarship
  - Computer Science and Engineering scholarship (1 of 3 awardees)
  - St Martins scholarship for honors science and engineering students
  - Maximillian Lando scholarship for computer science students
  - College of Science and Engineering Alumni Society scholarship

## Leadership

- Jan 2020 – **Labs Director**, *Society of Asian Scientists and Engineers at University of Minnesota*.
- May 2021
- Led as project manager, architect, and lead developer of web and mobile app to navigate campus tunnel system. *React*, *React Native*.
  - Wrote programming tutorials and presented workshops on version control, JavaScript, React to team members with no prior programming knowledge. Organized interest groups and presented machine learning, swarm intelligence, and control systems workshops. *Manim*, *Keras*, *matter-js*.
  - Led as project manager, architect of web app to recommend local restaurants. *React*, *Flask*, *Firebase*.
  - Mentored four students on getting involved in research, job search. Developed presentations to educate high school students on college admissions process, financial aid.
- Jan 2020 – **Workshops Director**, *App Developers Club*.
- May 2021
- Created workshops and online tutorials for multiplayer trivia game, mobile todo list. *Flask*, *SocketIO*, *React Native*.
  - Created website and served as webmaster. Connected students with research labs, local start-ups, and companies for internships.
- Sep 2019 – **Mentor**, *University of Minnesota*, Honors program.
- May 2020 Mentored two freshman honors students on getting involved in research, job search.

## Projects

- Reinforcement learning Implemented advantage-actor-critic (A2C) agent to improve performance of LSTM trained on user inputs in the NES game *Punch-Out!!*

## Talks

- Apr 2021 **Math Directed Reading Program**: presented ideas from *Nonlinear Dynamics and Chaos* by Steven Strogatz using Manim animations
- Oct 2020 **Bioinformatics and Computational Biology Symposium**: presented preliminary results of spatial analysis of functional enrichment research