

Ray Adrian Nugroho

4A Mathematical Economics

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Technical Skills

- Proficient in **Python, C/C++, HTML, CSS, and JavaScript**
- Solid knowledge in **object-oriented design, network and distributed systems, and data structures**
- Working experience in using **Linux, JSON, Git, Jenkins, Subversion, JIRA, and TeamCity**

Work Experience

Software Developer

Klashwerks, May – August 2018 | Ottawa, ON

- Developed all unit and integration tests by using **Google Test** and **Robot Framework**
- Assembled an automated test suite to determine if new changes to the product would maintain compatibility with all existing versions of OBD (on-board diagnostic)

Software Engineer

Peraso Technologies, April – December 2017 | Toronto, ON

- Developed a program in **JavaScript** to emulate long-distance signal travel using a 60G attenuator
- Assembled test setups to check the interoperability of Peraso and other WiGig products in a plugfest event
- Designed a unit test in **C++** for Peraso's finite state machine (FSM)
- Created **Python** scripts to generate various dashboard graphs for showing performance test results

CS 115 Instructional Support Assistant (ISA)

University of Waterloo, August – December 2016 | Waterloo, ON

- Held weekly tutorials to provide **Racket** programming reviews for a class of 50 students
- Modified the **HTML** files of the course website to update important course information

Side Projects

PawnPusher9000, November – December 2015

- Created a chess game written in **C++** with a playable **AI** and save/load game features
- Responsible for programming the movement of chess pieces, testing the program, and coding special chess moves (e.g. castling, en passant, pawn promotion)

ChamberCrawler3000, July 2016

- Developed a fantasy role-playing game in **C++** where the player travels through the dungeon and fights against computer-controlled enemies
- Utilized **decorator design pattern** to program different types of player characters and enemies in the game
- Designed a combat system between the player and the enemies with **visitor pattern**

Education

Candidate for Bachelor of Mathematics, Mathematical Economics

University of Waterloo, September 2014 – August 2019

Courses:

- CS 246: Object-Oriented Software Development
- CS 436: Network and Distributed Computer Systems
- CS 234: Data Types and Structures

Activities and Interests

Interest in Web Development

- Completed Udemy's online courses regarding **JavaScript, Node.js, MongoDB, jQuery, and RESTful**

Member of UW Toastmasters, University of Waterloo, April 2015 – May 2017

- Received an **award** for excellent presentations of complex vocabularies