

Wilson Jusuf

Full-stack Engineer & Data Science Enthusiast

1815 Glendon Ave, Los Angeles, California, 90025

Phone: (323) 504-4924 Email: wilsonjusuf1998@gmail.com Portfolio: github.com/willyspinner

Linkedin: linkedin.com/in/wilsonjusuf

EDUCATION

University of California, Los Angeles (B.S. Computer Science)

CGPA: 3.76/4.00

Expected graduation: Jun. 2021

Courses: Data Structures & Algorithms, Computer Organization/Architecture, Software Construction Lab, Operating Systems, Databases, Probability, Computer Networks

Dean's list: Spring 2018

British School Jakarta (High School Diploma)

Jun. 2017

IB Diploma 43/45 - highest out of 82 student cohort

Attainment awards for Physics, Computer Science & Japanese

Co-founded Cyber-shanty, a digital literacy initiative that teaches kids living in impoverished areas to use computers to study, contact each other, have fun and to empower their lives.

WORK EXPERIENCE

Tokopedia.com - Fullstack Engineering Intern

Jakarta, Indonesia

Jun. - Sept. 2018

- Initiated front-end migration project for chat service of Tokopedia, Indonesia's biggest e-commerce marketplace, to React ES6 & Webpack from old codebase.
- Created entire project infrastructure, including a Go backend server and strategizing deployment with devops.
- Implemented a new homepage chat feature with migrated stack, allowing users to chat with merchants easily.
- Achieved 75 KB size reduction for production assets, and updated front-end stack with optimized tools.
- Eased the path for future frontend development with an easier workflow and coding style.

Textpert inc. - Machine Learning Intern

Los Angeles, CA

Jan. - April. 2018

- Contributed to AIME (Artificial Intelligence Mental Evaluation) - a 10 minute mental-health screening system.
- Crafted and fine-tuned Audio Neural Networks to analyze mental health patients' vocal expression, achieving 90% accuracy just from raw audio data in Proof of Concept network.
- Integrated audio NNs with text and video NNs to ultimately form AIME's ML engine.

PT. Gojek Indonesia - Machine Learning Intern

Jakarta, Indonesia

Jul. - Sept. 2017

- Worked in the social media analytics team of unicorn Indonesian on-demand/logistics startup Gojek.
- Designed a deep learning model to conduct sentiment analysis of feedback comments to improve customer service. Utilized LSTM cells, standard ANNs, word2vec embedding, and created data visualization with D3.js.
- Achieved an accuracy score of 78% for LSTM sentiment analysis in Indonesian comments.

PT. Intelligent System Solutions - Android Developer

Jakarta, Indonesia

Jun. - Jul. 2016

- Designed android application to predict loans and interests for Bank Mandiri, a major Indonesian bank.
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PROJECTS

Missing Child

- Re-uniting families separated by disaster by using state-of-the-art kinship verification technology and transfer learning. IBM Call for Code 2019.

tepukenyamuk.com (live)

- Real-time multiplayer Indonesian card game I fully implemented and architected front-end to back-end. Built with React, Node, Redis, postgresql, websockets, nginx and hosted on DigitalOcean. Used Datadog for game monitoring.

Kansaiben Android App

- Android mobile app that teaches the Japanese kansai dialect. Used N-grams to suggest vocab in question generation.

Wizdget Wand

- IoT Sensortile wand that detects various Harry Potter spell incantations. Wrote wand program in C, created real-time visualization of spell-casting using node & JS.
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SKILLS

Programming Languages : Go, C, C++, Javascript, Bash, Java, Python

Frontend technologies: HTML, CSS, JS, JQuery, React.js, Webpack, Redux, Android, React Native, Jest, Mocha

Backend technologies: Node.js, Go, PostgreSQL, MongoDB, Docker, Redis, Consul, Nginx, Kafka, Spark

OS, Infra & Cloud: Linux, Mac OSX, Ubuntu System Administration, AWS, DigitalOcean, Datadog

Machine Learning: Keras, Tensorflow, Regression & Classification, NNs, RNNs, LSTMs, CNNs, word2vec, probabilistic methods

Languages: English, Indonesian, Japanese, German, Chinese