Yohannes Laksana

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Education

University of Texas at Austin – *Masters in Computer Science*   Est. May 2026
- Relevant Coursework: Advanced OS, Android Programming, Deep Learning, NLP, Reinforcement Learning
- GPA: **3.48/4.0**

University of Houston Main Campus – *Bachelor of Science in Computer Science*   August 2022 - May 2023
- Relevant Coursework: Intro to Python, Intro to C++, Linear Algebra, Probability and Statistics, Discrete Math

University of Texas at Austin – *Bachelor of Science and Arts in Neuroscience*   May 2020
- Digital Arts and Media Certificate in Game Art and Animation
- GPA: **3.42/4.0**

Projects

Sales and Inventory App Project
- Developed a cross-platform sales tracking application across **iOS and Android** platforms using **React Native Expo** and **TypeScript**, implementing modular components and state management for tracking 300+ sales.
- Built UX and UI using **SQLite** storage for offline functionality, modular components, and navigation maps, enabling users to log transactions without relying on internet connectivity.
- Created intuitive user interfaces with responsive design using **React Native** components, featuring interactive dashboards, data visualization charts, and efficient search functionality.

Social Event App Project - [(Demo Link)](#)
- Developed a social event application integrating **Firebase** for backend services and **Firechat** for real-time messaging, enhancing user engagement through dynamic interaction in chat rooms.
- Implemented a swipe interface for event listings using an **interest alignment algorithm**, enhancing user preferences, thus improving event matches with similar users.
- Incorporated a **map interface API** to allow users to conveniently search for nearby events, enhancing the overall user experience and making it easier for users to connect with others locally.

State Based Deep Learning Project -
- Trained a state agent kart to play against trained karts in a hockey game using **state based learning methods** such as **Imitation Learning**, **DAgger**, **REINFORCE**, and **PPO**.
- Optimized policies through different approaches such as probabilistic and deterministic state based learning which resulted in the state agent kart scoring an **average of 91%** of the total goals made per round.
- Generated datasets for each respective learning method by **observing an expert agent** that resulted in the state agent kart to learn and pick better policies for scoring goals.

Experience and Leadership

HackTX25 - Hackathon   October 18-19th, 2025
Austin, Texas.
- Built a financial chatbot in **24 hours** with a team of software engineers using **Gemini 2.5 API, Python Flask, React, and Node.js** that helps users reduce spending without sacrificing lifestyle, presenting the bot to a panel of professional software developers.
- Designed and implemented encrypted **SQLite** database with automatic **encryption/decryption** to protect sensitive financial data against unauthorized access and cyber attacks.
- Developed c**ontext management system** that summarizes conversation history at token limits to counter limited context window constraints, maintaining **memory** through accumulated estimates.

Texas Dragon/Lion Dance Team - Club President   May 2018 - May 2020
Austin, Texas
- Organized weekly practices twice a week and scheduled **20+ performances** during peak lunar year season while factoring in schedules for **8+ lead performing members**.
- Actively recruited new active team members through tabling at club fairs and oversaw recruit training.
- Utilized excel spreadsheets to optimize team budget to accommodate for storage, performances, travel, and meal fees.

Skills and Activities

- **Interests**: 3D Modeling and Printing | App Development | Web Development | Prop Making |
- **Software Knowledge**: C++ | Python | SQLite | PyTorch | Java | Kotlin | React Native | Typescript | MATLab | Expo | Javascript | HTML | CSS | R |