

Jason Julius Then

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Education

Universitas Bina Nusantara - Alam Sutera Sep 2023 - Present
Undergraduate of Computer Science, 3.58/4.00

- Courses: Software Engineering, Agile Software Development, Data Structures, Algorithm Design and Analysis, Object Oriented Programming, Database Technology, Web Programming, Pattern Software Design.

SMA Mutiara Bangsa 1 - Poris Indah May 2023
High School Diploma in Science and Mathematics, 81.00/100.00

Work Experience

Gridism co. - West Jakarta Jul 2025 - Present
Software Engineer

- Architected websites using **React** and **Next.js** ensuring successful delivery to clients.

About Studio Aug 2025 - Present
Event Software Technician

- Ensured 100% software uptime across multiple events by providing real-time technical support for on-site printing, digital image capture, and post-event gallery delivery to clients.
- Successfully configured and calibrated hardware setups (DSLR camera, laptop, printer) for seamless event execution receiving consistent positive client feedback.

Projects

NextStep 2025
Full-Stack Developer

- Using **HTML**, **CSS**, **JS** to create a responsive website with full CRUD capabilities.
- Developed the backend using **Google Firebase** to allow service providers to post their offers, ultimately helping students find crucial opportunities for scholarships and internships.
- Collaborated within a five-person team and used **GitHub** version control.

Faster R-CNN 2025
Machine Learning

- I trained the Faster R-CNN and improved its mean Average Precision (mAP) score to 62%. This project strengthened my ability to learn and solve complex problems in computer vision.

Air Quality Monitoring 2024
Machine Learning

- I trained the model on historical air quality data to predict future carbon monoxide levels. The trained model is then used to forecast air quality conditions based on new, incoming data.

Organisational Experience

Ureeka

Member

Apr 2024 - Present

- Collaborated within a 3-person team to design, develop, and deploy a software solution for various development competitions including **Gemastik 2024**.
- Proactively engaged in the community for coaching and training on software development.
- Applied **Agile Methodologies** to rapidly build and develop a software solution under tight deadlines.

Teach For Indonesia - Tzu Chi Environmental Preservation

Volunteer

Feb 2025

- Contributed to waste reduction by sorting and processing various materials (plastic bottles, gallons, old DVDs, vintage cassettes).
- Received training and effective methods to correctly sort materials for recycling.
- Engaged in an educational seminar about the impact of environmental pollution in Indonesia, and discussed actionable solutions for a better environmental change.

Teach For Indonesia - Video Based Learning

Digital Content Volunteer

Feb 2025

- Researched and developed educational content on the causes, types, and sustainable solutions for Indonesia's organic waste problem.
- Worked effectively within a 3-person team to make a 10-minute educational video that aligns with the UN Sustainable Development Goal 4: Quality Education.
- Aimed to raise awareness for the environment and practical waste reduction strategies to a public audience.

Skills

Programming Languages

HTML • CSS • JavaScript • Java • Python • C++ • C# • PHP • MySQL

Languages

Fluent in Indonesian • Fluent in English • Basic Tok Pisin