Philip Gudijanto

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Technical Skills

Languages: C/C++, JavaScript, Java, Python, Matlab, CSS, HTML
Testing: CTest, GTetst, JTest
Libraries/Frameworks: React.js, Node.js, Flask, React Native
Developer Tools: Git, GitLab, MongoDB, MySQL, Docker, Trello

Education

University of California, Irvine — Irvine, CA
Computer Science, B.S — *June 2019 – June 2023*

Experience

Backend Developer — February 2023 – Current
Carboncopies foundation — *Remote*

- A volunteer position where collaborated to identify, fix bugs as well as maintain the organization's open source game engine.
- Help set up CI/CD pipelines for the organization's migration from Github to Gitlab, ensuring seamless and efficient code deployment and delivery.
- Utilized C++ to Develop and execute test cases in CTest using the Google Test (GTest) framework to ensure the quality and functionality of the software.

Full Stack Developer Intern — March 2022 – June 2022
Limon, Irvine — *Irvine, CA*

- Designed UI/UX mockups for the Limon using Figma, ensuring a user-friendly and visually appealing interface.
- Collaborated in pair programming to develop over 50% of the front-end in JavaScript using React Native, implementing responsive design and optimizing performance.
- Contributed to the creation of an AI recommendation algorithm using Python and Tensor Flow.
- Enforced code maintainability and readability by implementing code styling guidelines with prettier and ensuring proper formatting.

Undergraduate Research Assistant — June 2021 – September 2021
University of California, Los Angeles — *Los Angeles, CA*

- Conducted research on the correlation between human vision, facial recognition, and the human brain, while assisting in developing and implementing new experiment protocols using Python and PsychoPy.
- Gathered experimental data in Microsoft Excel and analyzed it in MATLAB, producing 2D graphs displaying reaction time and degree of eccentricity demonstrating attention to detail.
- Co-authored and published a paper. Accessible at https://doi.org/10.1101/2022.03.01.482164

Projects

Random restaurant finder | *Node.js, Express.js, React, Axios* — May 2023 – Present

- Developed a full-stack web application using Node.js, Express.js, React, and Axios, showcasing deep understanding of RESTful API concepts, front-end development, and server-side programming.
- Integrated the Yelp Fusion API to fetch real-time data about local restaurants, handling API calls securely on the server-side to protect sensitive information.
- Managed and stored Yelp API keys securely using environment variables, ensuring the confidentiality and integrity of the application.
- Successfully deployed the application using Render, demonstrating proficiency in modern deployment strategies and cloud-based platforms.

Path finding Visualizer | *React Native* — December 2022 – February 2023

- Developed a personal project using React Native to create a web app that displays a grid layout with various search algorithms for pathfinding
- Implemented a feature for users to generate custom maze patterns and select the search algorithm to solve the maze
- Demonstrated problem-solving skills and proficiency in React Native by building a functional and user-friendly app.