

SHENDY KURNIA

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EDUCATION

- Electrical Engineering & Computer Science. University of California, Berkeley Fall 07 - August 09
- Riverside Community College Fall 04 - Spring 07

RELEVANT COURSEWORKS

- Efficient Algorithms and Intractable Programs
- Communication Networks
- Artificial Intelligence
- User Interface Design and Development
- Foundations of Computer Graphics
- Operating Systems and System Programming
- Machine Structures
- Java Development

EMPLOYMENT EXPERIENCE

- Front-end Software Engineer, Playdom Inc. Jun 09 - present
 - o Build and improve CMS for viral content.
 - o Play around and come up with a workaround to make Facebook's widget blend more with games.
- Web Developer, Futsal Republic Aug 08 - May 09
 - o Write custom Joomla module to meet specific needs such as facility scheduling, teams and players profile pages, and rankings.
- Technical Assistant, Berkeley Sensor and Actuator Association, UC Berkeley Jun 08 - Jan 09
 - o Design posters for IAB meeting in September 2008.
 - o Implement graphical statistic for IAB voting.
- Web Developer, Latino Golf Association Aug - Dec 07
 - o Built Score Tracker, a tool to track golf score for players.
 - o Create player profile pages, messaging system and networking between players.
 - o Create XML parser as the "middle guy" between user and an API provider for tee time reservation.
- Programmer, Dept. of Computer Information System, Riverside Community College Aug 05 - May 07
 - o Assigned a project called Test Engine. It is a web application designed to function like an online class for programming courses with feature to auto-check the correctness of student's code.
 - o Written in Java / Servlet and JSP.
 - o Administrate several UNIX servers.

PROJECTS

- Hop. Multiplayer Blackberry mobile game.
- RestaurantCityTrade.com. A tool to help players of Facebook game finding matching trading partner.
- bisa.berkeley.edu. Berkeley Indonesian Student Association website. Apply AJAX intensively.
- pkbag.com/laptop. Created interactive image gallery using Flash.
- Processor design. Using Logism, designed a simple processor as a project for Machine Structures class.
- Sliding Block puzzle solver. A Java project for Data Structures class.
- Boing. A multiplayer artillery turn-based game coded in Java as project for Java Development class.

ACTIVITIES

- Webmaster, Berkeley Indonesian Student Association, UC Berkeley Aug 07 - Jun 09
- Usher, International Full Gospel Fellowship, Pinole, CA Jul 08 - Aug 09
- Vice President, ACMachines, Riverside College Student Chapter Aug 05 - May 07
- President, Student Association, Gloria High School, Surabaya, Indonesia Aug 02 - Aug 03

AWARDS

- Top college team in South California region ACM-ICPC competition 2007.

SKILLS

- PHP
- HTML and CSS
- Javascript / AJAX
- Content Management System, Joomla
- Search Engine Optimization
- Java, Servlet, JSP
- C / C++
- Flash and Actionscript
- Python
- UNIX
- Ruby on Rails
- OpenGL / GLUT