

PERSONAL INFORMATION

Date of Birth	: 1 st August 1996
Place of Birth	: Jakarta, Indonesia
Nationality	: Indonesian

SUMMARY OF QUALIFICATIONS

- Proficient in Python, Java, MATLAB, JavaScript, AngularJS, NodeJS, SQL/NoSQL and HTML
- Industrial experience as a full-stack developer
- Research and developmental experience in the field of Neurotechnolgy, involving skills such as high-dimensional time-series signal processing, machine learning, simulation and other computational methods
- Languages: Bahasa Indonesia (mother tongue), English (fluent), German (C1) and Mandarin (beginner)

EDUCATION

TECHNISCHE UNIVERSITÄT BERLIN, Berlin, Germany October 2017 - January 2020 Master of Science in Computer Science, Cognitive Systems Overall grade: 1.3 UNIVERSITY OF WASHINGTON, INFORMATION SCHOOL, Seattle, WA September 2014 - June 2016 Bachelor of Science in Informatics All Quarters Dean's List GPA: 3.83 SHORELINE COMMUNITY COLLEGE, Shoreline, WA September 2012 - March 2014 Associate in Arts Graduated with Honors, President's list GPA: 3.93 **WORK & RESEARCH EXPERIENCE** CHARITÉ, Research Associate, Berlin, Germany January 2021 - Present Worked with a team of researchers and developers towards a next generation brain-computer interface (BCI) with optically pumped magnetometers (OPM). Simulated a brain model for OPM in order to characterize OPM's performance, and applied different machine learning approaches in the recorded OPM data. Participated and presented a research poster in a scientific conference. Handled patients with variety of brain disorders using neurofeedback with EEG and non-invasive brain stimulations. BCCN BERLIN, Visiting Researcher, Berlin, Germany January 2019 - January 2020 Assisted in formulating research questions and researching ample secondary resources. Designed and implemented a real-time neurofeedback EEG BCI experiment to investigate our research question. Responsible for testing, modifying, and maintaining an open source high-dimensional raw EEG acquisition software to meet our need, as well as contributing back to the open source community with our optimization. Analyzed raw EEG data with the help of machine learning and statistical techniques. HOLLAND AMERICA GROUP, Application Developer, Seattle, WA June 2016 - June 2017 Responsible for the data migration, integration, canonicalization and maintenance of structured and unstructured data from multiple diverse databases into a storage system in Adobe Experience Manager. ٠ Redesigned and maintained a "make-a-payment" page with its microservices, which handle secure transactions between customers and an IBM mainframe. Worked closely with DevOps to manage microservices efficiently and effectively with the help of related tools. Immersed in Scrum environment by participating in daily stand-up, sprint planning, demo, retrospective, and more. July 2018 - July 2019 DAI-LABOR, Student Assistant (Full-stack Developer), Berlin, Germany Full-stack developer (web) for DAI-Labor, a research institute within Technische Universität Berlin. Responsible for improving and maintaining a web-based security system that predicts and defends cyber-attacks on IT networks by predicting cyber threats and calculating responses to reduce risks and damages. Responsible for providing a sufficiently inclusive network testbed. LEARNTOGETHER, Full Stack Developer, Seattle, WA June 2015 - March 2016 Full stack developer for LearnTogether, a start-up company inside The Information School, University of Washington. Designed and implemented primary functions of our web application, and maintained the application's database.

PUBLICATIONS

Schultze-Kraft, M., Jonany, V., Binns, T. S., Soch, J., Blankertz, B., & Haynes, J. D. (2021). Suppress me if you can: Neurofeedback of the Readiness Potential. *eNeuro*, ENEURO.0425-20.2020.

RELEVANT PROJECTS & AWARDS

UNIVERSITY OF WASHINGTON, INFORMATION SCHOOL, Seattle, WA "aWear" Capstone Project, Runner-up Social Impact Award

Developed an Android companion application for Microsoft Band 2. aWear tracks biometric data of the user in a real-time manner and alerts monitors when aWear detects irregularities.

- Responsible for researching and interviewing expert users to elicit functionalities for the application.
- Responsible for the system design, overall development and the maintenance of the product.
- Product URL: https://ischool.uw.edu/capstone/projects/2016/awear

UNIVERSITY OF WASHINGTON, INFORMATION SCHOOL, Seattle, WA

"Gentrification of Seattle" INFO474: Interactive Information Visualization

Developed an interactive storytelling visualization regarding the gentrification in the Seattle areas.

• Responsible for the research of secondary data and existing solutions to our problem statement, as well as for the design and development of the front-end of the application. *Product URL:* Gentrification

UNIVERSITY OF WASHINGTON, Winfo 4th Annual Hackathon, Seattle, WA

- "aWear-v1" Hackathon Project, First Honorable Award,
 - Designed and developed a companion site that monitors ones' health information from anywhere using the Microsoft Health Cloud API and gets alerts in real-time for irregularities. *Product Repo*: <u>https://github.com/</u><u>Vincentvjj/aWear</u>

HOLLAND AMERICA GROUP, Holland America Group Term 1 Hackathon Seattle, WA "Holland America Alexa Cruise Search" Hackathon Project, 2nd Place,

 Developed an Alexa skill in Node.js for Amazon Echo so that Holland America users can get a real time result of a cruise search through Alexa. *Product Repo:* <u>https://github.com/Vincentvjj/alexa-holland-search</u>



January 2016

January 2015

February 2017

April 2016