

Nathaniel Budijono

Curriculum Vitae

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I am an interdisciplinary computational researcher with a demonstrated passion for STEM communication, mentorship, and self-learning outside of my coursework.

Education

Sep 2018 – **Bachelor of Science**, *University of Minnesota*, Computer Science and Mathematics.

May 2022 Selected graduate-level coursework:

- **Data science**: Data mining, machine learning, deep learning
- **Computational biology**: Computational genomics, systems biology, biochemistry, genetics
- **Quantum**: Quantum mechanics, computational chemistry, quantum computing
- **Math**: Cryptography, error-correcting codes, dynamical systems, topology

Industry Experience

Sep 2021 – **Intern**, *Loyal Cellular Longevity*, Computational biology team.

May 2021 – **AI Research Intern**, *Smart Information Flow Technologies (SIFT)*.

- Developed decoding scheme for BERT-based language model to improve joint entity-relation classification. *Huggingface, PyTorch*.
- Statistically analyzed sentiment and word embeddings of online groups of interest. *spaCy*.

May 2020 – **Machine Learning Intern**, *CH Robinson*.

Aug 2020 Internship canceled due to COVID-19.

May 2019 – **Software Engineer Intern**, *Rally Health*, Data engineering team.

- Created a utility for data pipeline to gauge data throughput, monitor job duration, and track which rows failed which data validation. *Scala, Datadog API, Databricks*.
- Created a comprehensive and responsive web dashboard with pipeline health and performance metrics for data pipeline. *Airflow, Flask, SQLAlchemy, nvd3.js*.
- Created an extract-transform-load (ETL) job to process ledger data from incentives program and performed end-to-end testing. *Apache Spark, SQL*.

Research Experience

May 2020 – **Research Assistant**, *University of Minnesota*, Department of Computer Science.

Aug 2020 Advisor: Prof. Chad Myers

- Created a pipeline for visualizing genetic interaction networks from raw combinatorial CRISPR screen data. *Networkx, Scipy*.
- Investigated machine learning algorithms for predicting gene function from genetic interaction networks. *PyTorch, Scikit-learn*.

Publications

Conference *Ludus: An Optimization Framework to Balance Auto Battler Cards*. **Nathaniel Budijono**, Phoebe Goldman, Jack Maloney, Joseph Mueller, Phillip Walker, Jack Ladwig, and Richard Freedman. AAAI Symposium on Educational Advances in Artificial Intelligence, 2021.

Workshop *Linguistic Factors in Incel Messaging*. Sonja Schmer-Galunder, Ruta Wheelock, Joan Zheng, Claire Yang, Ian Magnusson, Jeremy Gottlieb, Scott Friedman, and **Nathaniel Budijono**. Special Issue for the Workshop on Online Abuse and Harms, 2021.

Honors and Awards

- Scholarships
- Olseth family scholarship
 - Cyrus and Mary Field scholarship
 - Chani and Wendy Sra scholarship
 - Computer Science and Engineering scholarship
 - St Martins scholarship for honors science and engineering students
 - Maximillian Lando scholarship for computer science students
 - College of Science and Engineering Alumni Society scholarship
- Fellowships
- Multicultural Summer Research Opportunities Program fellowship (declined)
 - David E. Shaw Research Science and Engineering Undergraduate fellowship
- Oct 2021 **Winner**, *Acceleration Consortium & Society for Laboratory Automation and Screening (SLAS)*, Hackathon.
Placed 1/20 teams in scientific data base hackathon with **project** for **organizing and analyzing** reflection high-energy electron diffraction (RHEED) data for materials fabrication.
- Sep 2021 **Finalist**, *3blue1brown*, Summer of Math Exposition.
Placed in top 100/1200+ entries in math communication contest with **blog post** on Lenstra's elliptic curve factorization algorithm. Featured as an **honorable mention** outside of the top 5 entries. *Manim*.
- Oct 2020 **Finalist**, *Wells Fargo*, Campus Analytics Challenge.
Developed novel supervised learning classification algorithm and statistically analyzed its performance. Earned \$1000 prize as a solo team against teams of students from Stanford, UC Berkeley, Georgia Tech, and UMN. *Scikit-learn*.
- Mar 2020 **Best hack awards**, *CalTech*, HackTech 2020.
Best artificial intelligence hack, best social good hack, and best machine learning hack awarded by Citadel LLC out of 73 teams.
Team scraped PubMed, compared chemical structure to build and deploy web app for predicting efficacy and side effects of drugs for neurological disorders. *RDKit*, *BeautifulSoup*, *Selenium*.
- Mar 2020 **Honors**, *MNSU*, Midwest Undergraduate Data Analytics Competition.
Led team to achieve 2nd/32 highest F1 score of classifying civil rights legal cases in Kaggle competition. *XGBoost*.

Volunteer Leadership

- Oct 2021 – **Reviewer**, *Minnesota Undergraduate Research & Academic Journal*.
- May 2022
- Completed journal review training.
 - Reviewing two math and computer science academic papers with undergraduate co-authors.
- Jan 2020 – **Education Director**, *App Developers Club at University of Minnesota*.
- May 2022
- Created and presented workshops and online tutorials for **multiplayer trivia game**, **mobile to-do list**. *Flask*, *SocketIO*, *React Native*.
 - Created **website** and served as webmaster. Connected students with research labs, local start-ups, and companies for internships.

Jan 2020 – **Lab Director**, *Society of Asian Scientists and Engineers at University of Minnesota*.

- May 2021
- Wrote **programming tutorials** and presented workshops on version control, JavaScript, React to team members with no prior programming knowledge. Organized interest groups and presented **machine learning, swarm intelligence, and control systems workshops**. *Manim, Keras, matter-js*.
 - Led development of **web and mobile app** to navigate campus tunnel system. *React, React Native*.
 - Mentored four students on getting involved in research, job search. Developed presentations to educate high school students on college admissions process, financial aid. Created **website** and served as webmaster.

Sep 2019 – **Mentor**, *University of Minnesota*, Honors program.

May 2020 Mentored two freshman honors students on getting involved in research, job search.

Other Projects

Reinforcement learning Implemented an advantage-actor-critic (A2C) **agent** to improve performance of LSTM trained on user inputs in the NES game *Punch-Out!!*

Talks

Apr 2021 **Math Directed Reading Program**: presented ideas from *Nonlinear Dynamics and Chaos* by Steven Strogatz using **Manim animations**

Oct 2020 **Bioinformatics and Computational Biology Symposium**: presented preliminary results of spatial analysis of functional enrichment research