Joshua Teguh Santoso

Graduate Student in Information Sciences at Tohoku University.
Passionate about Software Engineering, Data Science and Transportation Sciences.

⊙ Skyhills 205, 2-4-10, Yagiyamahonchō, Taihaku-ku Sendai 982-0801
✉ joshuateguhsantoso@gmail.com   ☎ +81-70-2613-0969
🌐 joshuateguhsantoso.dev   in linkedin.com/in/joshua-teguh-santoso   ⌗ github.com/joshuats10

Technical Skill

Programming languages:
Python, Java, JavaScript, C/C++, Dart, HTML/CSS, SQL
Frameworks:
Django, Django REST, Flutter
Technologies / Tools:
PostgreSQL, Git/Github, Docker, Google Cloud Platform (GCP)

Education

Candidate for Master of Science in Information Sciences
Tohoku University, Sendai, Japan, April 2022 – March 2024 (Expected)

Bachelor of Engineering in Mechanical and Aerospace Engineering
Tohoku University, Sendai, Japan, October 2017 – September 2021, CGPA: 3.09

Language Skills

English: Business Level
- **TOEFL iBT**: 102/120
  June 2021

Japanese: Business Level
- **JLPT N1 Level**: Passed (106/180)
  December 2022

Indonesian: Native Speaker

Certifications

- **IT Passport Examination**: Passed
  October 2022

Awards

- Recipient of Scholarship from Sato Yo International Scholarship Foundation (SISF) – April 2022

Interests

Photography, Travelling, Reading

Relevant Experience / Projects

Trip Planner Mobile App
February 2023 – present
- Built a mobile app to find an optimal trip itinerary with **Flutter** framework with utilizing **Google Maps API** and **Django REST** framework as the backend to be submitted for 2023 Google Developer Solution Challenge.
- Responsible for developing and testing the backend API in a containerized environment by using **Docker** with **PostgreSQL** for the database.

Research on the effect of Mobility-as-a-Service (MaaS) platform on transportation network by agent-based simulation
October 2021 – present
- Currently conducting research on the effect of MaaS by developing an extension in agent-based transportation simulator in **C++** and **Java**.

Personal Website
February 2022
- Developed a personal website to showcase personal projects by using **HTML/CSS** and **JavaScript**

Visualisation of Static User Equilibrium assignment problem
December 2020 – January 2021
- Built a solver for static user equilibrium assignment problem in **Python** that can solve a relatively large network (24 nodes/76 links) in less than 12 seconds and used **NetworkX** package for visualisation of the result.

Finding Waldo
October 2019 – December 2019
- Created and trained a Haar Cascade object detection to find Waldo from 'Where's Waldo?' series by using **OpenCV** framework on top of **Python**.

Car Navigation System
December 2018 – January 2019
- Built a GUI-based car navigation system by using **C** language and **OpenGL** framework developed in **Linux** (Ubuntu) environment.

Extracurricular Activities

Member – Google Developer Student Clubs Tohoku
November 2022 – present
- Organize and prepare materials as well as example code for workshops.

Individual participant of Behaviour Modelling Summer School 2021
September 2021
- Teamed up with the other individual participants to analyse GPS data and to create behaviour discrete choice model in **Python**.