Wilson **Sugiarto**| sugiarto.wilson@gmail.com

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EDUCATION

University of California, San Diego   **San Diego, CA**
Computer Science, B.S. | GPA: 3.98   June 2026

WORK EXPERIENCE

Instructional Assistant - Theory of Computation   **September 2024 – December 2024**
University of California San Diego   San Diego, CA

- Trained and assisted over 150+ students through office hours, class forums, and detailed solution guides.
- Efficiently graded and streamlined 150+ submissions and feedback using **PrairieLearn** and **Gradescope**.
- Collaborated with professors and the team to analyze student feedback to improve future course iterations.

PROJECTS

Music Generation Model using Machine Learning   **March 2025 – June 2025**
Project   San Diego, CA

- Led 3 developers to create models to generate pleasant-sounding piano pieces or extend existing pieces.
- Trained generative models in **Python** using **Markov chains**, **single** and **dual LSTMs** architectures.
- Achieved superior NLL and top-K accuracy scores in our models than pretrained research paper models.

Rating Prediction Model for Fashion Rentals   **October 2024 – December 2024**
Project   San Diego, CA

- Led 2 developers to create a model to predict user ratings of clothing from RentTheRunway
- Trained **machine learning** models in **Python** using concepts from **Feature Engineering**, **Latent Factor Models**, **Deep Factorization Machines**, and **Neural Collaborative Filtering**
- Achieved a mean squared error of 1.75 on a scale of 0-10 with a final model using **sentiment analysis**

Electron Developer Diary   **March 2024 – September 2024**
Project   San Diego, CA

- Collaborated with 10 developers to launch an **Electron-wrapped** program for developers to track their work
- Led a sub-team to design (**Figma**) and build the entire front end (**HTML, CSS, JavaScript**), delivering all scheduling and creation features.
- Setup CI/CD pipeline to make commits high quality and secure by adding linters (**Mocha**), code analysis (**Codacy**), documentation (**JSDocs**), unit testing (**Jest**) and end-to-end testing (**WebDriver IO & Puppeteer**)
- Successfully launched application with fully functional features and a backlog of potential features

Video Game Modding   **August 2023 – September 2023**
Project   San Diego, CA

- Designed and developed a new category of items based off modern and fantasy weaponry in Minecraft
- Developed new gameplay features, shown by new item functionality and graphics, using **Java** and **ForgeMDK** by creating new classes from Forge Libraries
- Enhanced gameplay experience and received positive feedback from the community once published

SKILLS

Technical Skills: Python, Java, C++, C, ARM32, HTML, CSS, JavaScript, System Verilog, Git, Numpy, Pandas, SKLearn, Seaborn, nltk, matplotlib
Relevant Coursework: Operating Systems, Recommender Systems and Web Mining Machine Learning, Software Engineering, Computer Architecture, Practical Data Science, Advanced Data Structures and OOP, Computer Organization and Systems Programming, Digital Systems Design, Design and Analysis of Algorithms and Systems