Kenneth Setiadharma

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Education

Simon Fraser University — Burnaby, BC

Bachelor of Science in Computing Science, CGPA: 3.47 — *Expected May 2029*

- **Relevant Courses:** Data Structures and Programming, Systems Programming, Introduction to Software Engineering, Introduction to Artificial Intelligence, Introduction to Computer Systems, Applied Linear Algebra

Experience

Computer Vision and Machine Learning Engineering Intern — Oct. 2026 – Present

Measure.pics — *Remote (Calgary, AB)*

- Prototyping **computer vision** and **geometric-processing** components for image-based spatial measurement, applying depth estimation, camera calibration and coordinate transformations
- Designing experiments to evaluate **accuracy**, **geometric error**, **latency** and robustness, and documenting failure cases for technical handoff

Software Engineer Intern — Jan. 2026 – Mar. 2026

Perceivable Design Studios Inc. — *Remote (Kingston, ON)*

- Developed components for an ASL-to-English gesture translation system using **Python**, **TensorFlow**, and **MediaPipe** for real-time hand tracking and recognition
- Implemented computer vision pipelines to process hand landmark data and classify sign language gestures from webcam input

Digital Coordinator — May 2021 – Present

St. Mary's Parish — *Vancouver, BC*

- Coordinated weekly events with **400+ attendees**, managing audiovisual equipment and volunteer scheduling
- Streamlined live broadcast operations reaching **1,000+ online viewers** weekly across different social media platforms

Projects

Virus Breach | *Java, JavaFX, Maven, JUnit* | GitHub · Demo — May 2026 – Aug. 2026

- Built a 2D strategy game in a team of 4 using object-oriented design in Java and JavaFX
- Developed the UI layer: pause, win, game-over and tutorial menus, a live HUD, and visual effects
- Wrote JUnit and TestFX tests reaching **100% line and branch coverage** on 38 of 41 classes

Portfolio Website | *TypeScript, Next.js, React, Three.js* | GitHub · Live — Oct. 2026

- Built a portfolio with an interactive 3D hero using React Three Fiber, deployed live on **Vercel**
- Cut mobile load time from **3.1s to 1.8s**, scoring **95+** on Lighthouse mobile
- Designed a responsive layout so the site and its 3D scene work smoothly on both desktop and mobile

Real-Time Hand Gesture Detector | *Python, OpenCV, TensorFlow* — Dec. 2024

- Developed a real-time hand gesture recognition system using Python, OpenCV, cvzone and TensorFlow/Keras
- Integrated a pre-trained deep learning model, achieving **90%+ classification accuracy** across 3 gestures

Leadership

External Relations Coordinator — Dec. 2025 – Present

SFU Surge — *Burnaby, BC*

- Reach out to potential sponsors and pitch the value of partnering with SFU Surge
- Communicate Surge's events, audience and reach to external partners to build lasting sponsor relationships

Founder and President — Mar. 2022 – Sept. 2024

Notre Dame Regional Secondary Badminton Club — *Vancouver, BC*

- Founded and led the school's badminton club, organizing sessions and bringing students together around the sport

Technical Skills

Languages: Java, Python, C/C++, TypeScript/JavaScript, SQL
Frameworks & Libraries: React, Next.js, Node.js, JavaFX, Three.js, TensorFlow, MediaPipe, OpenCV
Tools & Platforms: Git, Linux, PostgreSQL, Supabase, Maven, JUnit, Vercel