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Dr. Jos Timanta Tarigan S.Kom., M.Sc was born in Medan on January 26, 1985. Mr. Jos earned his bachelor degree of Computer Science Undergraduate Program at Universitas Indonesia in 2006. Two years after he completed his undergraduate study, he continued his study for a master degree in Advanced Computer Graphics at Linkoping University, Sweden. He then received his master degree in 2011. He completed his last education at the S3 level, Computer Science study program, at Universitas Sumatera Utara in 2023.

Dr. Jos started his career as a programmer at Jatis Ecom from 2006 to 2007 and then from 2007 to 2008 at Perusahaan Cherrypick Indonesia. Then he continued his career as a programmer at Perusahaan Jawasoft Indonesia in 2008. Mr. Jos started his career as a lecturer from 2012 to 2015 at STMIK Kristen Neumann Indonesia. After that, starting from 2015 until now he has become a permanent lecturer at Universitas Sumatera Utara.

Dr. Jos' field of research is related to the field of Computer Graphics, Game Development.

Publications

2022

Jurnal internasional bereputasi

Dynamic Terrain Data Exchange in a Collaborative Terrain Editor

JOS TIMANTA TARIGAN , ERNA BUDHIARTI NABABAN , OPIM SALIM SITOMPUL , MUHAMMAD ZARLIS

2026

Prosiding seminar internasional

Comparative Performance Analysis of C5.0 and Naïve Bayes Algorithms for Chronic Kidney Disease Prediction

JOS TIMANTA TARIGAN , ARIF GUNAWAN PUTRA SIMANJUNTAK

2025

Jurnal internasional bereputasi

AN IMPROVEMENT OF METHOD FOR DIFFICULTY ADJUSTMENT BASED ON PROCEDURES IN THE GAME "LOST LABYRINTHS: ROGUE'S ODYSSEY"

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Pemrograman Shader pada Unity 03: Animasi Lanjutan C# dan Cg

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Java Tutorial 02 : Deskripsi Proyek POS

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Unreal Engine Tutorial 07: TopDown Project Mouse LookAt

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Java Tutorial 01: Introduksi Java & Netbeans

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Android Programming Tutorial 04: Fragment Dan MathGame

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Android Programming Tutorial 03: MathGame (bagian 02)

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Unreal Engine Tutorial 09: TopDown Project Gun & Bullet

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OpenGL Tutorial 10 - OOP pada Pemrograman Grafis Bagian 2

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OpenGL Tutorial 04 - Uniform dan Varying

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Processing 02: Gravity Simulation

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OpenGL Tutorial 03 - Index Buffer

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Houdini 03 - Pemodelan Rumah Secara Prosedural

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Android Programming Tutorial 05: Coroutine In MathGame

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OpenGL Tutorial 05 - RGB Clock

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Android Programming Tutorial 07: Database Menggunakan Room Bagian 02

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UE 2025 Tutorial 03-Modifikasi Followers

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Processing 01: Introduction To Processing

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Java 05: Java Database Connectivity

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Java Tutorial 03: JTable

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