

JHUNDON DE LEON MENDI

jhundon.mendi21@gmail.com | jdlmendi-dot-dev.netlify.app

With a BSc in Computer Science and an ongoing MSc in Computational Neuroscience, I apply my expertise in Extended Reality (XR) to create impactful educational and research tools. My primary focus is on investigating and developing XR applications within research and entertainment, aiming to build effective academic resources that improve student learning. I seek to leverage my skills in programming, XR development, and data science to contribute to projects at the intersection of technology and cognitive science, and utilise my skillset to improve student experience and learning.

Education

University of Birmingham

MSc Cognitive Neuroimaging and Data Science (Computational Neuroscience)

- Concepts of cognitive neuroimaging techniques, including electroencephalography (EEG), magnetoencephalography (MEG), and magnetic resonance imaging (MRI/fMRI), and their applications.
- Data Science Principles and Techniques including inference using simulation and resampling, correlation and regression, and utilising tools such as Python, Pandas, and Numpy.
- Application of Robot Vision, including Image Stitching, Feature Detection (SIFT), Depth Mapping, and Image Sensing and Processing.

BSc Computer Science

- Strong foundation in Functional, Object-Oriented, and Procedural Programming and applied Computer Vision techniques such as Edge Detection and Segmentation.
 - Teaching experience in Computer Science and foundational mathematics, with a Final Year Project utilising eye-tracking technology to measure the quality of eye-tracking technologies in Virtual Reality for applications in Sports and Psychology.
-

Technical Skills

- **Programming and Markup Languages:** Python, C++, C#, HTML/CSS, TypeScript, Markdown
 - **Game and XR Development:** Unity, Unreal Engine, Blender
 - **Content and Media Creation:** Adobe Express, Canva, CapCut, GIMP, Articulate 360 (Storyline), Microsoft Office Suite
 - **Development Tools and Version Control:** Git
-

Employment/Experiences

University of Birmingham

Learning Experience Developer (Collaborative Teaching Laboratory)

October 2025 - **Present**

- Designing and creating innovative digital learning materials and in-lab experiences using tools like Articulate Storyline and Canvas to enhance how students engage with laboratory work at the University of Birmingham.

Senior Student Ambassador

September 2022 - **Present**

- Senior EPS Ambassador with the School of Computer Science and LES Postgraduate Ambassador for the School of Psychology, responsible for guiding prospective students and parents during tours and Open Days and providing insight about the course. In addition, talking about my experiences as an ongoing student progressing into an interdisciplinary master's and research with Psychology.

Virtual Reality Society (UBVR) - President (2023/2024) and Secretary (2025)

September 2023 - **Present**

- Plan and oversee society activities, coordinating events for students to explore virtual reality.
- Engage with the student community, aiming towards building awareness of community and opportunities.
- Train committee members on equipment handling, safety, and experience selection.
- Provide technical advice on setting up projects and usage for VR.

CTL EdTech Intern (2025)

July 2025 - September 2025

- Involved in the development of the Mouse Dissection/Anatomy Tool which aims to help students to revisit the anatomy of a mouse through their course through the use of Photogrammetry and exploring workflows including 3D reconstruction softwares.
- Exploring methods of utilising Virtual Reality as a learning tool with possible usage of Mobile Device Management (MDM) solutions and models to extend to different subjects (beyond Chimera X).

Research Assistant (School of Psychology - Virtual Reality Lab)

September 2024 - June 2025

- Involved with the plugin integration for the ARME project (Adaptive Metronome) that utilises the Linear Phase Correction Model, and maintains code integrity, documentations, and utilisation throughout the project.
- Assisting in the progress of developing Mechanical Eyes used for Eye-Tracking quality testing in Virtual Reality.
- Maintainer for the [VR Lab website](#).
- Providing guidance in VR development to undergraduate and postgraduate students.
- Involved in running sessions in BhamXR, and administration behind the scenes in the VR Lab.
- Assisted in the Motion Capture Course, providing guidance and background knowledge on how motion capture systems work.

CTL EdTech Intern (2024)

July 2024 - September 2024

- Project Lead and Developer for the VR Fume Cabinet Project, managing task allocation and project milestones and coordinating with staff to ensure resource availability and intern support.
- Organised VR Tasters for Family Day, planned teaching sessions and researched VR in education to enhance student preparation for practicals.
- Coordinated and assisted other interns in completing provided tasks outside projects.

UoBe Festival Project and Event Assistant

January 2023 - February 2023

- Managed the booking website, collected promotional materials, and performed data analysis.
- Moderated talks, managed queries, and prepared VR equipment for festival use.

The Park Playground

Host

February 2024 - August 2024

- Led VR game sessions, managing guest experiences from setup to completion.
- Handled large corporate events
- Troubleshooting and maintenance of in-house VR hardware/software