

# JHUNDON DE LEON MENDI

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I am a Computer Science graduate, currently pursuing a master's in Computational Neuroscience. With a strong commitment to the evolving tech sector, I aim to shape my career through impactful contributions. As an aspiring researcher, I'm particularly interested in exploring XR applications in neuroscience and beyond, striving to push technological boundaries and expand my skills.

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## Education

### University of Birmingham

*MSc Cognitive Neuroimaging and Data Science (Computational Neuroscience)* 2024 - Present

*BSc Computer Science* 2021 - 2024

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

- **Development Tools:** Git Version Control, Microsoft Office (Word, PowerPoint, Excel)
  - **Graphics:** Canva, GIMP
  - **Game Engine:** Unity, VR Development (UltimateXR, Oculus, XR Interaction Toolkit)
  - **Programming Languages:** Python, C#, HTML/CSS, TypeScript
  - **Operating Systems:** Linux (Ubuntu, Kali Linux), Windows
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## Employment/Experiences

### Virtual Reality Lab

Research Assistant September 2024 - Present

- Involved with IOS interface integration for the ARMES project.
- Assisting in the progress of developing Mechanical Eyes used for Eye-Tracking quality testing.
- Maintainer for the [VR Lab website](#).

### Collaborative Teaching Laboratory

EdTech Intern July 2024 - September 2024

- Project Lead and Lead Developer for VR Fume Cabinet Project, managing task allocation, project milestones, and coordinating with staff to ensure resource availability and intern support.
- Organised VR Tasters for Family Day, planned teaching session, and researched VR in education to enhance student preparation for practicals.

- Act as the point of contact for when manager is not available, allocating tasks and ensuring interns are provided tasks and information as needed.

## **Guild of Student**

Virtual Reality Society (UBVR) President

September 2023 - Present

- 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 game selection.

Welcome Team

September 2022 - Present

- Informed new students about university facilities and promoted safety awareness in the neighbourhood.
- Supported student mentors in ensuring student welfare and welcoming new students to the university.

## **University of Birmingham**

Sport and Fitness - Jiu Jitsu Secretary

August 2023 - Present

- Manage administrative tasks, liaise with Sport and Fitness for club operations.
- Co-Lead the club when captain is unavailable.
- Co-manage social media outreach, answer queries, and ensure proper member registration and insurance.

Senior Student Ambassador

September 2022 - Present

- Current Ambassador with the School of Computer Science, responsible for guiding prospective students and parents during tours and Open Days and provided insight about the course. In addition, talking about my experiences as an on-going student progressing into an interdisciplinary masters and research with Psychology.

Graduation Usher

July and December 2023

- Assisted with logistics and guest support during the 2023 Summer and Winter graduations, this includes roles within the ceremony hall and ticket desk.

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 sessions, managing guest experiences from setup to completion.
- Handled large events and troubleshooting of VR hardware/software issues.