# Jhundon De Leon Mendi

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I am a dedicated computer science student at the University of Birmingham who is known for delivering high-quality results in a variety of professional roles. My ambition is to fully engage with the rapidly evolving tech sector, using my academic background to shape my post-graduation professional path. My ultimate goal is to contribute significantly to the industry while constantly improving and expanding my skills.

## Education

- **University of Birmingham** - **BSc Computer Science**  (2021 - Present)
    - Familiar with the fundamentals of Machine Learning (Some models include Linear/Logistic Regression, K-Means, DBScan, Optimization, etc.), Information Theory, and Security
    - Familiar with Software Engineering practices, such as planning the development of large software, appointing design models, etc.
        - This includes Agile Practices, UML Diagrams, and Requirement Engineering
    - Understanding of Functional, Object-Oriented and Procedural Programming.
    - Final Year Project - Utilising eye-tracking technologies to determine an estimate for time-to-contact within Virtual Reality in addition to evaluating the Pupil Lab Core technology.
- **Newham Sixth Form College** (2019 - 2021)
    - A Levels in Mathematics, Physics and Computer Science (A\*A\*A)
        - Computer Science Project: Library Management System using Visual C# and Access SQL
    - AS Level in Mathematics, Physics and Further Mathematics (AAB)
    - GCSE English Language (7)
- **Brampton Manor Academy** (2014 - 2019)
    - 10 GCSEs (4 in Eng. Language and 8 in Math) + BTEC Level 1/2 in Hospitality and Catering

## Technical Skills

- **Development Tools:**
    - Git Version Control (GitHub - https://github.com/JMendi2021)
    - Microsoft Office: Words, PowerPoints, and Excel
    - Graphics: Canva, GIMP
    - Game Engine: Unity
- **Programming Languages**: Python, Java, C, PostgreSQL, TypeScript, C#, HTML.
- **Operating Systems**: Linux (Ubuntu, Kali Linux) and Windows

## Employment/Experiences

- **Virtual Reality Society (UBVR) President** (September 2023 - Present)
    - Oversee the activities of the society, members, and committee.
    - I worked with members of staff and a committee to coordinate events for students to explore virtual reality.
    - Ensure that equipment and space are available and prepared.

- Engage with the student community to demonstrate how extended reality can be used in different fields of industry.
- Responsible for training committee members in handling stations, as well as providing guidance to safe handling, cleaning, and ensuring games that are in consideration is appropriate for members.
- **UoB Jiu Jitsu Secretary** (August 2023 - Present)
  - Responsible for ensuring that administrative tasks are completed and communicating with Sport and Fitness to allow members of the club to enjoy their time in Japanese Jiu Jitsu.
  - One of the two members of the committee responsible for handling the social media pages to outreach to new members and answer questions when needed.
  - Liaise with the staff within the Jiu Jitsu Foundation to ensure members are properly registered for insurance, membership has been approved, and such.
- **EPS Student Ambassador** (September 2022 - Present)
  - During tours and student visit days, I speak with parents, prospective students, and university students, providing information and answering questions.
  - Guide prospective students on tours of the building during Open Days.
  - In case it is needed, offer assistance during informal events.
- **Student Representative** (October 2021 - Present)
  - Being a point of contact where students can voice their concerns and opinions to inform university administrators of any issues and feedback based on the modules
  - Demonstrated respect, friendliness, and willingness to help wherever needed.
  - Actively listened to students' requests or concerns, confirming full understanding before addressing concerns.
- **Welcome Team** (September 2022 - Present)
  - Delivered information and details of interest about the different facilities to new students.
  - Work closely with the community wardens to promote awareness of their roles and the services offered to both student and non-student households in order to ensure safety throughout the neighbourhood.
  - Employed by the student mentors, whose primary responsibility is the welfare of the students. My role is to assist in achieving their goals.
- **Graduation Usher** (July and December 2023)
  - I work behind the scenes of the University of Birmingham 2023 Summer and Winter Graduation, where my tasks include providing signposting, answering questions regarding the graduation, and aiding in the ceremonies from start to finish.
- **UoBe Festival Project Assistant** (January 2023 - February 2023)
  - Moderating the booking website to ensure details are up to date
  - Collecting promotional resources throughout the Festival
  - Perform data analysis on bookings, attendance, and comments during the final week.
  - Answering emails within the team's inbox about queries
  - Communicate with event organisers to ensure things are ready
  - Moderating two talks (checking if questions are appropriate)
- **UoBe Festival Event Assistant - VR Arcade** (January 2023 - February 2023)
  - The main task is to ensure the VR equipment is ready to be used for the event, maintained, and used by students or staff during the event. Take time to give input about what kind of games should be played and provide troubleshooting when necessary and within scope.