

# Jean-Kemuel Balle

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## Professional Statement

When everyone has the skills, what then makes the difference? To me, it is my drive and ability to **learn, improve**, and meet my goals. These are qualities that I am eager to apply to fields such as **Artificial Intelligence (AI)** and **Software Engineering / Development**.

## Work Experience

- IT Intern - Andersen Corporation | Oakdale, MN 05/2024 - 08/2024
- Utilized **ServiceNow** to create and maintain **10** catalog items catered to customers' needs.
    - Made use of **JavaScript & HTML**.
  - Researched the pros and cons of the ServiceNow **Generative AI** system to build a cost/benefit analysis.
    - Made use of **data analysis** skills & **Excel**.
    - Presented findings** in an accessible way to various departments within the organization.
- Event Assistant - University of St. Thomas | Saint Paul, MN 06/2022 - present
- Assisted **over 50** clients (individuals & organizations at large) to meet their event needs.
  - Troubleshooted multiple **dozens** of technical issues related to **AV equipment** and **IoT** devices.
- Program Coordinator - University of St. Thomas | Saint Paul, MN 09/2022 - 05/2024
- Worked as a **team** to plan, schedule, and coordinate two (2) events per month on average over the course of two (2) academic years, leading to about **32** total events.
  - Promoted **cultural awareness** through interacting with multiple individuals from diverse backgrounds, as well as creating a safe space for marginalized students.

## Educational Background

- University of St. Thomas - Saint Paul, MN Graduation: May 2025  
Bachelor's in **Computer Science**, w/ Minor in **Statistics** GPA: 3.5
- Relevant Coursework:
- Statistics (Performed data mining, machine learning, and more using **Minitab, JMP, R**, etc.)
  - CISC 231 - Data Structures (Built queues, hash tables, search trees using **IntelliJ, Java**, and **GitHub**)
  - CISC 380 - Algorithms
  - CISC 440 - Artificial Intelligence & Robotics (Implemented **AI** algorithms)
  - CISC 450 - Databases
- Projects:
- AI Helper (AI integrated application to make tailored well-being suggestions based on user data and their school's resources using **React Native (+ Expo Go)**, **MongoDB**, **PostgreSQL** and **OpenAI's LLM**)
  - SocioMap (Geographical location based social application where users can discover new places and meet new people using **React (+ Vite)**, **Python (FastAPI)**, and **PostgreSQL**)
  - Music Popularity Analysis (Analyzed musical data sourced from Kaggle to determine drivers of popularity in songs using **Principal Component Analysis (PCA)**)
  - Game Design (Created two (2) games from scratch using **GameMaker Studio**)

## Leadership & Involvement

- Undergraduate Student Government member - University of St. Thomas 09/2022 - 05/2024
  - Advocated for the student body at large to foster the addressing of its needs and requests.
- Resident Advisor - University of St. Thomas 08/2023 - present
  - Supported **over 75** campus residents and helped them navigate conflict.
- Clubs - University of St. Thomas 09/2022 - present
  - Created Drawing Club to provide student artists with a **community** centered around their interest.
  - Led Futbol Club for two (2) years, through the planning of soccer games, **volunteer** activities, and the **management** of materials.
- International Student Ambassador (ISA) - University of St. Thomas 09/2022 - present
  - Mentored** a dozen of prospective and current St. Thomas students to guide them through the beginning of their college journeys.