Ian Santos

650-515-2019 | $\frac{ian6502011@gmail.com}{San\ Mateo} | \frac{https://github.com/TheBoiLeroy}{CA}$

EDUCATION

University of California, Santa Cruz

Santa Cruz, CA

Bachelor of Science - Computer Science & Engineering

January 2025

Canada College

Redwood City, CA

Associates of Science – Computer Science Dean's List: Spring 2016, Fall 2016, Fall 2018 June 2020

Relevant Coursework

CSE 142: Machine Learning

CIS 284: Obj Orient Prog - Java

CIS 286: Data Structures-Java

CSE 143: Introduction to Natural Language Processing

CSE 101: Algorithms and Abstract Data

Experience

Personal Startup Ongoing

• Building with a small team to develop an application that democratizes investing for underrepresented communities. By Leveraging current advancements in ML capabilities and NLP

• Leveraging Flutter, Dart, and Supabase for cross-platform development and backend integration.

Bringa Sponsored Project

Fall 2024

University of California, Santa Cruz

Santa Cruz, CA

- Worked with a team of six to develop a Slack Bot for Brinqa, a cybersecurity company.
- Focused on backend development to integrate seamless communication between users and the bot.
- Optimized data flow and enhanced bot functionality for user interaction.
- Developed a seamless UI to improve user workflows.
- Implemented secure communication protocols and backend logic to support bot capabilities.
- Technologies: TypeScript, SQLite3, Jira API, Bitbucket API.

Circle Jam Project

January - March 2024

University of California, Santa Cruz

Santa Cruz, CA

- Collaborated in a team of five to develop Circle Jam, a platform enabling user statistics sharing, friend connections, and achievement comparisons.
- Designed and implemented a user-friendly interface using React, integrated with a Django backend and PostgreSQL database for robust data management.
- Adopted SCRUM methodologies to ensure timely delivery of features and conducted user testing to refine functionality.
- Led the development of core features that improved platform usability and user engagement.

HTTP Server Fall 2023

University of California, Santa Cruz

Santa Cruz, CA

- Engineered a multi-threaded HTTP server enabling concurrent handling of client requests.
- Defined a custom hash table for efficient URI-to-lock mapping.
- Integrated atomic and durable features in logging to ensure transaction integrity.
- Implemented robust error handling and memory management strategies.
- Technologies: C++.

Google Developer SC and Artificial Intelligence Club

August 2022

University of California, Santa Cruz

Santa Cruz, CA

- Completed multiple projects using Python, employing libraries like NumPy, Pandas, and TensorFlow.
- Collaboratively developed solutions for text generation, income prediction, and transfer learning projects.
- Skills: Strong communication, expertise in Python libraries.

TECHNICAL SKILLS

 $\textbf{Languages} : \ React, \ Typescript, \ MySQL, \ node.js, \ C++, \ Python, \ C, \ Java, \ PostgreSQL, \ MongoDB$

Other Skills: Fluent in English and Spanish

 ${\bf Learning:} {\bf ML} \ {\bf models, \ Artificial\text{-}Neural \ Networks, \ Deployment}$