

# Jeffrey A. Chan Santiago

2603 URB PARQ TERRALINDA, TRUJILLO ALTO, PR 00976  
787-610-8886 | jeffrey.chan@upr.edu | github.com/jeffrey-chan

## Education

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### UNIVERSITY OF PUERTO RICO, RIO PIEDRAS CAMPUS

B.S. COMPUTER SCIENCE & MATHEMATICS

Expected Graduation Date May 2019

**Selected Coursework:** Computer Vision, Algorithms, Data Structure, Linear Algebra, Calculus 1-3, Probability, Statistics, Parallel Programing, Software Engineering, Databases, Operating Systems.

## Skills

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**Languages:** C/C++, Python, JavaScript, HTML/CSS, SQL

**Frameworks:** Keras, TensorFlow, CUDA, OpenCV, Flask, Node JS, AngularJS

**Others:** Linux, Git, Anaconda, Numpy, Pandas, Jupyter Notebook

## Experience

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### UNDERGRADUATE RESEARCHER | UNIVERSITY OF PUERTO RICO, RIO PIEDRAS

SEPT '17 — NOW

Applying computer vision and machine learning for the automatization of the detection, identification and tracking of bees to analyze their behavior. I work developing a technique to identifying untagged bee in videos using unsupervised learning and Siamese network.

### UNDERGRADUATE RESEARCHER | UNIVERSITY OF CALIFORNIA, SANTA CRUZ

JUNE '18 — AUG '18

Improved a module that predicts the probability of being wrong of mapping read into a variation graph called vg. I work building and benchmarks models to improve the predictions the probabilities of being wrong of mapping reads into the vg.

### FULL-STACK DEVELOPER INTERN | VESO

MAY '16 — SEPT '16

Automatizing the company's booking system getting a speed improvement. I design and implement the logistics to manage users and services, making faster the offered services by a factor of four and saving hours of data entries.

### UNDERGRADUATE RESEARCHER | UNIVERSITY OF PUERTO RICO, RIO PIEDRAS

NOV '16 — JULY '17

Built real-time web interface to investigate better ways to improve architectural planning critics workflow. Redesigning an interface for the creation of architectural planning critics and making real-time, resulting in a three times faster interface and more intuitive UI.

### RESEARCH INTERN | iGenApps

SEPT '16 — DEC '16

Built an augmented reality interface to investigate how to improve mobiles apps creation workflows. Develop a real-time API for creation of a new method of designing mobile apps with the Microsoft Hololens.

## Activities

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### JTM/PRISM 2018 at Universidad del Turabo

Chan, J., Megret, R., et al. *Fingerprint Extraction for Bee Identification*. Universidad del Turabo, PR, 2018. Research presentation at the Junior Technical Meeting and the Puerto Rico Interdisciplinary Scientific Meeting.

### ACM International Collegiate Programming Contest

Reach Caribbean finals 2 years in a row, passing through Puerto Rico regionals and university local competition.

### HackPR | Hackathon

2<sup>nd</sup> place in Institute of Statistic of Puerto Rico Challenge developing a webpage displaying data of Puerto Rico in an intuitive and organized style.