JERALDY CASCAYAN

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SKILLS

Programming Languages: SQL, Rust, Typescript, Python w/ Tensorflow, Keras, Numpy, Pandas, Scikit-Learn, Pytorch
 Familiar with: Data Science, Machine Learning, DevOps, MLOps, Agile Methodology, RESTful API
 Tools: Git, AWS, VSCode, Jupyter Notebooks, Jira, Gitlabs, Linux, Docker, React

INDUSTRY EXPERIENCE

Software Engineer Content Developer, Sci-MI | Honolulu, HI Curr Nov 2023 Devised a Software Engineering curriculum, concentrating on theoretical foundations and advanced methodologies, including systems architecture, development life cycles, and quality assurance protocols Crafted and conveyed Software Engineering research content, inspiring first-gen, low-income students towards scientific careers, championing diversity and educational equality Software Engineer Intern, Kuure | Portland, OR Nov 2019 Restructured e-commerce webpages from Wix to MERN Stack with Redux in Typescript and Sass, Sep 2019 optimizing page speed by 10% along with responsive web design Fostered engineering rigor and software quality by engaging in bi-weekly code sprints, agile stand-ups, and meticulous iteration planning, driving forward the development pipeline Data Science Intern, Purple Ma'ia Indigenous Accelerator | Honolulu, HI Sep 2019

Architected a data-driven market research system using React for front-end, with Python/Node.js back-end, automating data collection via Selenium web scraping.

 Assisted 7 startup workshops for 25+ Hawai'i indigenous founders to kickstart tech entrepreneurship deeply rooted in Aloha 'Āina, using technology to innovate community development, agriculture, and green energy

RELEVANT PROJECTS

Cairrier.com April 2023

• Cofounded a B2B AI-driven accessibility healthcare pilot startup, achieving over 1000 unique visits within 48 hours, aimed at enhancing patient-provider communication across the healthcare spectrum.

 Engineered a robust full-stack messaging solution integrating a web application with SMS capabilities using JavaScript, HTML/CSS, and Firebase, leveraging the Twilio API for seamless cross-platform communication. View source on Github

Augmented Science, 8th e-ICON South Korea World Contest

June 2018

- Led a USA-South Korea agile team of 3 that won first place among 19 national teams on solving global issues using mobile technology to devise scalable solutions for United Nation Sustainable Development
- Designed an augmented reality (AR) Android application in C#, utilizing Unity Engine, to gamify science
 education in developing countries, enhancing interactive learning. View source on Github and see our
 winning article

EXTRA-CURRICULAR

Technical Writer, simulacrae.com

Curr

 Established a writing hub and penned 100+ blogs on the latest VR and AR research, philosophical dimensions and potential positive transformations of everyday activities through virtualization. View <u>simulacrae.com</u> July 2019

Competitive Programmer, A.C.M. ICPC

Nov 2019

• Represented UH Manoa at the 2019 ACM-ICPC Pacific Northwest Regional Contest to solve various algorithmic problems in **Python** and **Java**, achieving a rank within the top 50th percentile among numerous collegiate teams

Founder/President, Awesome Computations Club

Sep 2019

• Founded and taught a curriculum that teaches computational thinking through artificial intelligence and game development to high school students weekly through **Python**

July 2019

EDUCATION AND AWARDS

University of Hawai'i at Manoa, Honolulu, HI, B.S. Computer Science Expected Graduation: Dec 2024

• Current Courses: Linear Algebra & Differential Equations, Discrete Mathematics for CS, Statistics & Probability

 Past Courses: Java OOP, Algorithms, Cognitive Science in CS, Machine Learning, Network Science Methodology, Artificial Intelligence, Database Systems

Activities/Awards: NASA IRTF Selection Award, Hack4theSea Hackathon (1st Place),
 e-ICON World Contest (1st Place), AFA CyberPatriot (Gold Tier)