

JERALDY CASCAYAN

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EDUCATION AND AWARDS

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

- GPA: 3.21
- Current Courses: Linear Algebra & Differential Equations, Discrete Mathematics for CS
- Past Courses: Java OOP, Algorithms, Cognitive Science in CS, Machine Learning, Network Science Methodology, Artificial Intelligence
- Activities/Awards: NASA IRTF Selection Award, Hack4theSea Hackathon (1st Place), e-ICON World Contest (1st Place), AFA CyberPatriot (Gold Tier)

INDUSTRY EXPERIENCE

Software Engineer Intern(Remote), Kuure | Portland, OR Sep 2019 – Nov 2019

- Restructured e-commerce webpages from Wix to MERN Stack with **Redux** in **Typescript** and **Sass**, optimizing page speed by 10% along with responsive web design
- Communicated in bi-weekly code reviews, stand-ups, and requirements document to discuss development build

Fellow, Purple Ma'ia Indigenous Accelerator | Honolulu, HI July 2019 – Sep 2019

- Prototyped a data dashboard web app that automates and visualize market research by scraping websites with Selenium WebDriver, built with **Python**, **Material Design**, and **Firebase**
- 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

PROJECTS

Cair Aug 2019

- Cofounded a B2B AI healthcare startup that generated over 1000 unique visitors in a 2-day time frame to provide quality communication to all healthcare patients
- Bridged end-to-end communication from web app to phone SMS in **Javascript**, **HTML/CSS**, **Firebase**, using **Twilio API**. View source on [Github](#)

Coastline Sep 2018

- Successfully won an environmental hackathon out of 9 teams that elevate volunteering through deep learning and Google Maps API
- Developed an Android app for volunteers to detect hazardous waste using convolutional neural networks in **Java**, **Javascript**, and **HTML/CSS**. View source on [Github](#)

8th e-ICON South Korea World Contest June 2018

- Led a USA-South Korea team of 3 that won first place among 19 national teams on solving global issues using mobile technology
- Designed an augmented reality Android app that gamified science education for developing nations in **C#** using **Unity Studio**. View source on [Github](#) and see our [winning article](#)

EXTRA-CURRICULAR

Participant, 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**

Founder/President, Project Development Club Oct 2018 - May 2019

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

SKILLS

- Programming Languages: Python, Java, R, Lua, Javascript, Typescript, HTML, CSS (Sass)
- Familiar with: React.js, Vue.js, Agile Methodology, Machine Learning
- Tools: Git, AWS, Firebase, Emacs, VSCode