

Jerald Cascayan

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EDUCATION & AWARDS

University of Hawai'i at Manoa

Honolulu, HI

B.S. in Computer Science

Expected Graduation: Dec 2024

Awards: NASA IRTF Selection Award, Hack4theSea Hackathon (1st Place), e-ICON World Contest (1st Place), AFA CyberPatriot (Gold Tier), 2019 ACM-ICPC Pacific Northwest Regional Contest (Selected)

SKILLS

Programming Languages: C++, JavaScript/TypeScript, Python, SQL, Rust

Frameworks and Libraries: React, Redux, Node.js, Express.js, GraphQL, Jest, Thrift, MongoDB, Meteor

Tools and Technologies: Git, Linux, Docker, AWS, RESTful APIs, Agile Methodology

EXPERIENCE

Teaching Assistant

Jan 2024 – Present

AI4ALL

Honolulu, HI

- Mentored **40+** students in AI projects, providing hands-on guidance in **PyTorch**, **TensorFlow**, and data science libraries (**pandas**, **numpy**), while facilitating industry connections for real-world project exposure
- Assisted **24+** lectures covering both technical AI implementations and ethical considerations, emphasizing responsible AI development and algorithmic bias
- Evaluated and provided detailed feedback on **100+** machine learning assignments, focusing on code optimization and ethical implementation practices

Software Engineer Intern

Sep 2019 – Nov 2019

Kuure

Portland, OR

- 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
- 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

Software Engineer Intern

July 2019 – Sep 2019

Purple Ma'ia Indigenous Accelerator

Honolulu, HI

- 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 **10+** technical workshops for **25+** Hawai'i indigenous founders, providing entrepreneurial solutions in community development, agriculture, and green energy initiatives aligned with Aloha Āina principle

PROJECTS

The 8th eICON World Contest | C#, Unity Engine

June 2018

- Led a USA-South Korea agile team of 3 to **win first place among 19 international teams** in an **international hackathon** focused on solving global issues using mobile technology to devise scalable solutions for United Nations Sustainable Development.
- Designed an **augmented reality (AR)** Android application to gamify science education in developing countries, enhancing interactive learning and immersive educational experiences. View my [winning article](#).

VOLUNTEER EXPERIENCE

Software Engineering Curriculum Leader

Nov 2023 – May 2024

Science Mentorship Institute

Honolulu, HI

- Led a team of **5** in curating and delivering lectures on software engineering research, mentoring **50+** first-generation college students, women, and underrepresented minorities in STEM

Founder & President

Sep 2018 – May 2019

Project Dev

Honolulu, HI

- Founded and taught weekly **Python**-based AI and game development curriculum for Indigenous Hawaiian and Polynesian high school students, advancing computational thinking and tech accessibility in underserved communities