# Jared De Los Santos

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## EDUCATION

**California State University, Fullerton | Fullerton, CA**                                                **May 2023**

*Bachelor of Science, Computer Science*

**Honors:** *cum laude*

**Relevant Coursework:** Data Structures, Operating Systems, Software Engineering, Algorithm Engineering, Artificial Intelligence, Game Design, Mobile Dev Programming, Machine Learning, Open Source Software Development, Computer Security

## EXPERIENCE

**Meru AI LLC | Fullerton, CA**                                                **December 2022 - May 2023**
**Co-Founder, Data Scientist**
- Analyze and eliminate data discrepancies within local data for data migration to a graph database, using Neo4j and Pandas.
- Communicate with external stakeholders to develop use cases for Neo4j queries.
- Collaborate within a team of 8 developers using AGILE practices including SCRUM, Sprints, and Kanban boards.

## PROJECTS

**AI Coach For Video Games** | Research Project | Research Paper                **August 2022 - December 2022**
- Programmed an end-to-end AI/ML Project Life Cycle from Data Ingestion & Data Processing to Model Deployment.
- Deployed, evaluated, and maintained models including Logistic Regression, Random Forests, and Neural Networks.
- Transformed our model outputs into actionable feedback for a user.

**TDM, Discord Bot** | Multi-purpose bot | discord.py                **August 2022 - December 2022**
- Designed and implemented a data-driven system utilizing Riot's API and data visualization tools (e.g. Matplotlib, Pandas) to track and display player statistics in a user-friendly manner.
- Enhanced user experience by integrating youtube-dl library and ff
- Contributed to the creation of utility features, such as server moderation tools, logging functionality, and polls, to improve the organization of Discord servers.
- Developed engaging mini-games to increase user interaction and provide entertainment for the community.

**Crossy Road** | 3D game remake | Unreal Engine 4 | Blueprints | MagicaVoxel        **September 2022 - December 2022**
- Designed and implemented animations for Pacman, ghosts, and death sequences using Aseprite.
- Implemented algorithms to guide the ghosts' AI in chasing Pacman.
- Utilized directed graphs to enable efficient traversal through the maze.

**CWNR** | Chess Remaster | Website | React | Firebase                **January 2023 - May 2023**
- Designed and implemented a multi-page website to gain experience with the complete website development process.
- Developed and integrated a secure log-in screen to gain insight into the interaction between APIs, database, and code architecture.
- Created multiplayer functionality, enabling one-on-one experiences with a customized chess mode.

## SKILLS

**Machine Learning:** TensorFlow, Keras, Scikit-learn
**Data Science:** Pandas, NumPy, SciPy, Matplotlib, Seaborn
**Databases:** Neo4j, MySQL

**Programming**: Python, C/C++, C#, R, Kotlin, JS, Cypher, Java
**Languages**: English, Japanese, Tagalog
**Tools:** Git, GitHub, Jupyter, Latex, SCRUM, Sprints, Kanban