

Jared De Los Santos

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PROFESSIONAL SUMMARY

Ambitious Computer Science undergraduate with a passion for software development engineering, I am seeking opportunities to apply my skills and knowledge in other areas of tech such as mobile app development, game programming, and machine learning. Through my academic coursework, I have gained experience in software design, development, testing, and deployment. As a motivated and team-oriented individual, I am eager to contribute my skills to an organization that values innovation, collaboration, and excellence.

PROJECTS

AI COACH FOR VIDEO GAMES | Research Project | Research Paper

August 2022 - Present

- Using game API's, develop a Data ETL pipeline, processing millions of observations to generate useful insights.
- Develop and evaluate statistical models including Decision Trees, Logistic Regression, Random Forests, and Neural Networks.
- Transform 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 the user experience by integrating the youtube-dl library and ffmpeg to enable music playback in voice channels.
- 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.

SPACE INVADERS | Retro game remake | Pygame | Aseprite

September 2022

- Demonstrated proficiency in the ability to code sprites and animations (e.g. for ships, aliens, and death sequences) using tools such as Aseprite.
- Utilized the Pillow Python Imaging Library to design and implement barriers that protect the ship from alien lasers.

PACMAN | Retro game remake | Pygame | Aseprite

October 2022

- Designed and implemented animations for Pac-Man, ghosts, and death sequences using Aseprite.
- Implemented algorithms to guide the ghosts' AI in chasing Pac-Man.
- Utilized graphs to enable efficient traversal through the maze.

CROSSY ROAD | 3D game remake | Unreal Engine 5 | Blueprints | MagicaVoxel

September 2022 - December 2022

- Developed procedural terrain generation for players to explore endlessly within the game.
- Utilized MagicaVoxel and Blender to create and export models (e.g. terrain, obstacles, etc.) for use in Unreal Engine 5.
- Utilized Blueprints for game logic.

EDUCATION

B.S. Computer Science

Graduation Date: May 2023

California State University, Fullerton

SKILLS

Machine Learning: TensorFlow, Keras, Scikit-learn

Programming: Python, C/C++, C#, R, SQL

Data Science: Pandas, NumPy, SciPy, Matplotlib, Seaborn

Languages: English, Japanese, Tagalog

Databases: Neo4j, MySQL

Technology: Git, Jupyter, \LaTeX , Googling