

# 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, machine learning, and anything that will challenge my skills. Through my academic coursework, I have gained experience in software design, development, testing, and deployment. I am very familiar with the software development life cycle, as well as developing on other operating systems such as Windows, Linux, macOS. As a motivated and team-oriented individual, I am eager to contribute my skills to an organization that values innovation, collaboration, and excellence.

## SKILLS

**Machine Learning:** TensorFlow, Keras, Scikit-learn

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

**Databases:** Neo4j, MySQL

**Programming:** Python, C/C++, C#, R, HTML, CSS, JS, Cypher

**Languages:** English, Japanese, Tagalog

**Technology:** Git, GitHub, Jupyter,  $\LaTeX$ , Googling

## WORK EXPERIENCE

**MERU AI LLC - AI COACH** | Co-founder | Data Scientist

**December 2022 - Present**

- Analyze and eliminate data discrepancies within local data for data migration to a graph database, utilizing 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 and 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 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.

**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 4 | 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 4.
- Utilized Blueprints for game logic.

## EDUCATION

**B.S. Computer Science**

California State University, Fullerton

**Graduation Date:** May 2023