Jayden Jardine

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EDUCATION

University of California, Santa Barbara   Santa Barbara, CA
B.S. in Computer Science   *2024 - 2026 (Expected)*
GPA: 4.0/4.0 ~ Engineering Honors Program
Course Work: Advanced Applications Programing, Data Structures and Algorithms, Probability and Statistics

Ohlone College   Fremont, CA
A.S. in Computer Science   *2021 - 2024*
GPA: 3.895/4.0 | President of Ohlone Blockchain | Student Health Advisory Committee Board Member
Course Work: C++ (Intro-Advanced), Data Structures and Algorithms (C++), Assembly Language, Discrete math,
Linear Algebra, Mechanics, Electricity and Magnetism, Optics/Heat/Modern Physics

INTERNSHIP

Santa Clara University, Frugal Innovation Hub   Santa Clara, CA
Software Engineer Intern | **App development** · Flutter · Dart · Figma   June 2022 - August 2022
- Designed and developed a **multi-platform application** to aid refugees in acclimating to their new environment.
- Centralized relevant information and resources into the app for location-based support
- Prototyped app in **Figma**, Coded in **Dart**/**Flutter**, Leveraged open source APIs
- Maintained code development and version control with **Git**/Github
- Improved communication processes in the workspace as well as enhanced collaborative skills

RESEARCH

Computer Architecture Lab (UCSB)   Santa Barbara, CA
Undergraduate Researcher | AI/ML · Python · Tensorflow   2024 - Current
- Project Focus: Enhancing energy efficiency in **AI through neuro-inspired temporal arithmetic**. Learn more at
https://www.arch.cs.ucsb.edu/neuromorphic
- Responsibilities: Implement advanced neural networks (including YOLO) and assess the impact of temporal arithmetic on
AI performance.
- Outcome: Aim to visualize and quantify the advancements in AI efficiency due to innovative computational methods.
- Current Stage: Working to understand the background and technical functions of **Temporal Arithmetic** and **Race Logic**.

PROJECTS

Speech to Text Implementation [**Python** · **PyTorch** ·Hugging Face · Audio Processing]
- Integrated OpenAI's Whisper model using the transformers library for efficient speech-to-text conversion, supporting both
CPU and GPU environments.
- Implemented audio recording, **noise reduction**, format conversion, and file management functionalities to enhance input
quality for accurate speech recognition.
- Designed and developed an AudioDataAnalysis class to enable user-driven analysis, visualization, and manipulation of
audio data through a comprehensive interface.

Sustainability project [**C++** · Algorithm Design · Project Management · Optimization]
- Developed an algorithmic solution for route optimization to enhance service efficiency for a mobile food bank, focusing on
maximizing outreach and fuel efficiency.
- Led the project team, organizing tasks and responsibilities to align with individual skills and project requirements.

Ethereum Lottery Smart Contract [Solidity · Ethereum · Web3.js · Smart Contract Development]
- Developed a fully interactive Blackjack game using HTML, CSS, **JavaScript**, and jQuery, integrating external APIs to
simulate real-time gaming scenarios.
- Focused on enhancing understanding and implementation of AJAX requests and JSON data manipulation, creating a
dynamic user gaming experience.

Skills

Languages: C++, Python, Flutter/Dart, Javascript, Solidity,

Technologies: CSS, JQuery, HTML, Excel, Node.js

Interests: AI/ML, Snowboarding, Weightlifting