



Guzman, John Paul

Software developer

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WORK EXPERIENCE

Developer, White Widget

Dec 2016 - Present

- Practiced development with the Scrum methodology
- Developed an AI chat bot using Recursive Neural Networks on TensorFlow and Messenger's API; deployed using AWS.
- Developed Web API for an app that helps tourists find tourist sites and business owners advertise their sites.
 - Developed using Django REST Framework
 - Used PostgreSQL for backend DB
 - Created automated unit tests for each of the API calls

Developer, Immaculate Heart of Mary College

July 2016 - Present

- Developed a software that parses the class record files of faculty members and generates official grade documents
- Coordinated with the clients in formulating the SRS
- Developed iteratively with regular feedback from the clients

EDUCATION

Bachelor of Science degree in Computer Science,
Specializing in Software Technology, De La Salle
University

2012 - 2016

Dean's List 2014-2015 Term 2 and 2015-2016 Term 3

SKILLS


- Coding in Java, Python, C#, C++, HTML, CSS, Javascript, JSP
- Has an aptitude for research
- Utilizing data mining and machine learning algorithms with R, Weka, and TensorFlow
- Designing software based on Object Oriented Principles, design patterns, and architectural styles
- Designing relational databases following normalized forms
- Securing web applications from various attacks
- Using version control (Git)
- Making 3D models and animations using three.js and Blender

CO-CURRICULAR ACTIVITIES

Metrobank - MTAP - DepEd
Math Challenge

2008 - 2012

Participated in several interschool
mathematics competitions





RESEARCH PAPERS PREPARED

The Application of Information Theory on Human Communication

March 2011

A paper which explores the possible applications of Information theory which is usually used in encoding and transmitting electronic data to human communication.

Experimental Algorithmics Through Algebraic Manipulation of Asymptotic Equivalences

June 2016

This paper discusses my undergraduate thesis where I developed a new method of Algorithm Analysis. This method uses a series of formulas and heuristics to extract the asymptotic behavior of an algorithm merely from its performance measurements. The various calculations and heuristics were derived from theoretical framework based on asymptotic equivalences. The method was tested on 25 algorithms with varying structure and complexity. It was shown to be accurate even when considering input algorithms that exhibit discontinuous behavior.

PERSONAL BACKGROUND

Born on November 4, 1995 in Manila, Philippines. Fluent in English and Filipino.

Interests: Software development, data mining, AI , NLP, Physics, Classical and Quantum Computing.

REFERENCES

Available upon request.