

Jose Perez

Tucson, AZ

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Research Interests

Exploring atmosphere and climate in planetary settings. Computational simulations; theory. Planetary habitability and exoplanet exploration through surveying. Spectral analysis on stars.

EDUCATION

B.S., Physics

May 2020 (Expected)

B.S., Astronomy

University of Arizona,

Tucson, Arizona

RESEARCH EXPERIENCE

Undergraduate Research Assistant

Summer 2018 - Present

Data Reduction Team

University of Arizona

Advisor: Dr. Daniel Apai

Project EDEN: Search for and characterize the closest habitable worlds, exoplanets. I am part of the data reduction team and I implemented Python programming language to develop the following products:

- Developed calibration pipeline that does bias and dark current subtraction, image flattening and cosmic ray removal. Compatible with VATT Telescope, LOT from Lulin Observatory, Kuiper 61" Telescope, Cassini, 1.23 m Calar Alto, 2.3 Bok Telescope, and 31" Schulman Telescope.
- Adapted about ~60% of edenAP, an automated photometry analysis and time series production pipeline, to match the project needs. Also, I added production of point spread function 2D/3D, and radial visualization of sources.
- Learned about systematic error corrections on photometry time series. Including relative photometry using comparison stars, and trend removal by external parameter decorrelation.

Undergraduate Research Assistant

June – August 2017

Cyclospora: Risks in Irrigation Waters

WAESO program - ACBS Dept., University of Arizona, Tucson, AZ

- Processed and Analyzed wastewater samples, and extracted DNA
- Collaborated with 3 other undergraduates and 2 graduate students
- Learned how to culture bacteria, and make media

- Showcase results in UROC poster session

POSTER PRESENTATIONS

Cyclospora: Potential Reservoirs and Occurrence in Irrigation Waters

August 7 2017

Authors Jazmyn Muhammad, **Jose Perez**, Daisy Alvarez,

Andy Diaz, Patricia Diaz, Daniela Cabrera, Kaitlyn Benally, Gerardo Lopez

Poster Presentation at UROC Poster Session

COMPUTER SKILLS

Programming Languages: C, Python, Java

Computational Physics Skills: Model Fitting, Ordinary/Partial differential equation solving, Fourier analysis, Newton technique as root finding, Implemented Random Forest for signal detection.

General Computational Skills: version control (Git), graphical interface development, implemented data structures like stacks, trees, linked lists, etc, Image convolution, white/black box and assertions debugging, automation of server and database management, command line interface for measurement devices.

LANGUAGE PROFICIENCY (for non-native English speakers)

Spanish: Fluent (Native)

English: Fluent

OUTREACH & COMMUNITY SERVICE

Immigrant Student Resource Center Intern

Spring 2017

University of Arizona,

Tucson, Arizona

- Facilitated a couple of group meetings
- Participated in tabling to promote Sanctuary
- Data entry on scholarships that do not have immigration status requirements

Scholarships A-Z, Executive Member

Spring 2017 – Spring 2018

Tucson, AZ

Non-profit organization that focuses on providing resources to students, families, and educators, in order to make higher education accessible to everyone.

- Assist in legal clinics, fundraising, and advocate direct actions
- Added fresh look at scholarships list through WordPress website managing, while facilitating updating through google spreadsheets.
- Assisted in other website projects like updates on FAQ sections

Co-organizer of the first public lecture presented in Spanish at the Steward Observatory:
“Buscando Nuevos Mundos”.

Fall 2018

WORK EXPERIENCE

Undergraduate Internship

Fall 2018

Imaging Technology Lab – Dr. Michael Lesser

- Developed a Python interface for power meters, electrometers and multimeters.
- Explored usage of National Instruments interfaces through Python to substitute LabVIEW software.

Undergraduate Internship

Spring 2019 - Present

AstroXR – Dr. Chi-kwan Chan

EHTGo Development: Event Horizon Telescope mobile augmented reality visualization

- Developed multi-platform application using Unity 3D engine, and Blender
- Implemented version control for project code management
- Supervisor of the EHTGo project’s progression.

REFERENCES

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