Xavier Santos

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WORK EXPERIENCE

TrendMicro   **Sept. 2024 – Dec. 2024**
Cybersecurity Intern
- Contributed to the development of a Python tool that automated outdated MySQL entry cleanup, improving data maintenance efficiency and reducing manual workload.
- Collaborated with the team to validate digital signatures, enhancing software authenticity and strengthening security protocols.
- Assisted in updating and managing a hash pattern database using WinSCP and PuTTY, and communicated detailed update reports to ensure team alignment and accurate recordkeeping.
- Participated in Agile sprints to plan tasks, track progress, and collaborate on project goals, developing strong teamwork and project management skills.

Incub8   **Jul. 2024 – Aug. 2024**
Software Developer Intern
- Implemented backend components using Java Persistence API (JPA) for efficient database management, and wrote unit tests to improve code reliability and maintainability.
- Collaborated in an Agile team environment, utilizing Git for version control and YouTrack for task management, while streamlining workflows with Coder to ensure consistent development environments and enhance team productivity.

PROJECTS

Deep Learning for Code Readability
- Assisted in developing features such as indentation, comment density, and AST complexity to support code readability classification and bug detection.
- Participated in building a Colab-based tool for real-time code readability scoring and bug prediction through file uploads.
- Contributed to feature extraction, data preprocessing, model training, evaluation, and deployment as part of a collaborative ML project.

Lost Altra
- Designed and implemented core gameplay systems such as character controls, hitboxes, hurtboxes, and combat mechanics for players and enemies, enhancing overall gameplay experience. Developed enemy AI using state-based behaviors (patrol, chase, attack), improving in-game challenge and engagement.
- Focused on creating responsive mechanics and player feedback using GDScript, including fine-tuning animation timing, knockback effects, and visual cues to deliver a polished and immersive combat feel.

EDUCATION

De La Salle University - Dasmarinas   **Sept 2021 - July 2025**
Bachelor of Science in Computer Science
- **GPA: 3.4 /4.0**
- Achieved Dean's List recognition for multiple semesters

SKILLS

- Programming languages: Java, Python, JavaScript, Ruby, PHP, HTML, CSS
- Frameworks and Libraries: Node.js, Express.js, Ruby on Rails
- Tools: Git, GitHub, Visual Studio Code