Jean D. Louis

jeandlouis1@ufl.edu

EDUCATION

Ph.D., Computer Science

University of Florida, Gainesville, FL **Bachelor of Science in Computer Engineering** University of Florida, Gainesville, FL

SKILLS

- Computer: Android studios, Xmega Microprocessor, Atmel Studios, ROS, Solid Works, Blue Prism •
- Programming Languages: Java, Python, C++, HTML, JavaScript, CSS, SQL
- Languages: French(conversational) and Haitian Creole(fluent) •
- Relevant courses: Digital Logics, Microprocessors, Computer Organization, Operating System, Software engineering, Data • Structures and Algorithms, Machine Learning, Mobile networking, IoT privacy and security

EXPERIENCE

Work Experience

IBM T.J. Watson Research Center, Intern – Distributed AI

- Used machine learning to identify a device's classification of IoT or not based on the network traffic it produced •
- Filtered and preprocessed millions of lines of internet traffic to produce training data for the machine learning model •
- Implemented techniques to improve the explain-ability of the model's prediction such as LIME •
- Reached 99.9% accuracy at determining if the traffic sequence was produced by an IoT

United Technology Corporation, Intern – Robotic Process Automation (RPA)

- Worked on the Robotic Process Automation team to create computer bots to handle high volume and repetitive • computer task using a software call Blue Prism
- Worked directly with the finance team to automate several processes such as loading and validating currency exchange • rates to different internal applications for each month

General Electric Power, Intern - Predix Platform

- Used Predix Java App development for the Industrial internet of Things, to create smart and connected hardware •
- Performed code testing through developing JUNIT test in java •
- Worked on controls latter logic that would interface with the Predix app for a gas turbine

Research

Dr. Juan Gilbert's HXR lab- World's first Brain Drone Race Competition

- Lead a team of 9 undergraduate students to organize the second Brain Drone Race in the world with 16 selected • competitors and about a \$5,000 budget
- Used EEG head set to collect the brain signals that are generated when a person thinks forward, for example, and then map that to drone commands using a Brain Computer Interface (BCI) device

Implemented the DJI Phantom Drone SDK to communicate with the drone about race events and brain commands •

School Projects

- Modified a Linux kernel to create custom system calls for the Linux Operating System •
- Implemented USART communication protocol on the Xmega chip to allow users to communicate with the • microcontroller through a command line interface.
- Implemented ADC/DAC to communicate the voltage seen by a photo resistor to a computer screen •
- Created a basic Arithmetic Logic Unit (ALU) in Quartus which later integrated into a small CPU design

Personal Projects

Solar Power

- Combining art and engineering by using flexible solar panels to create plant like solar charging stations •
- Created a solar tracker with light dependent resistors and a camera pan-tilt system which will then use a particle photon • (wi-fi enabled micro controller) to communicate to an android app, backed by Firebase August 2014 – present

Java Calendar Application

Working on an app in Android Studios to take in student schedules, automatically cross-reference it with their friends on the app, and then generate the time that they are both available.

May 2019 GPA: 3.3/4.00

May 2024

May 2016 - August 2016

August 2015 - present

August 2015-present

July 2017 - May 2018

Jun 2018 - August 2018

MAY 2019 - August 2019

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LEADERSHIP

National Society of Black Engineers (NSBE) Hacktivist, Workshop/Mentor

- 1st place NSBE region 3 fall 2017 Hackathon team member •
- created a 3-part workshop series focused Internet of Things (IoT) and introduce about 80 college and high school • students to hands on experience with building IoT devices
- Personally mentor 4 Computer Science and engineering students, on career and school options as well as web and app • development on Android

January 2016 -present