

## SUMMARY

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I am a **Filipino** PhD student from the University of Primorska, Koper, Slovenia, doing research in human-computer interaction (HCI), music learning, augmented reality (AR) and computational interactions. Prior to my PhD studies, I am a fulltime faculty in the Software Technology department of De La Salle University, Manila, Philippines, where I **teach**, **mentor** and **do research** on HCI, UX and product design. Outside my regular duties, I **co-lead** UX Philippines (UXPH), the largest professional community in the Philippines. I also **engage** myself in various initiatives, startups serving various roles either as consultant, mentor, trainer and many others. With my **10+ years of combined experience** in industry, academe and community, I **push innovation** towards a technology-driven and design-mature society.

## EDUCATION

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<b>Ph.D. in Computer Science, Human-Computer Interaction</b> University of Primorska	2019–Present Koper, SI
– Focus: Adaptive Visualisations, Music Learning, Computational Interactions	
– Supervisors: Matjaz Kljun & Klen Copic Pucihar	
<b>M.S. in Computer Science</b> De La Salle University	2011–2015 Manila, PH
– Thesis: “Modelling Activities of Self-Regulated Learners as Contextualized Action Sequences”	
– Advisor: Rafael Cabredo	
<b>B.S. in Computer Science, Software Engineering</b> De La Salle Canlubang (now the Laguna campus of De La Salle University)	2005–2009 Laguna, PH
– Special Project: “An Exam and Survey Simulator for Accenture Java Capability Using Design Patterns”	

## PUBLICATIONS

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- [21] **J. Deja**, “Encouraging improvisation in piano learning using adaptive visualisations and spatiotemporal models”, in *MobileHCI 2021: ACM International Conference on Mobile Human-Computer Interaction*, 2021, pp. 1–6.
- [20] **J. Deja**, “Adaptive visualisations using spatiotemporal and heuristic models to support piano learning”, in *Proceedings of the 29th ACM Conference on User Modeling, Adaptation and Personalization*, ser. UMAP ’21, Utrecht, Netherlands: Association for Computing Machinery, 2021, pp. 286290, ISBN: 9781450383660.
- [19] F. E. Calimag, E. C. Mendoza, G. M. Nuncio, M. B. Ong, **J. Deja**, and R. A. Fernandez, “Analyzing the effects of subjectivity on classifying emotions in music”, in *Theory and Practice of Computation: Proceedings of Workshop on Computation: Theory and Practice WCTP2020*, 2020, pp. 1–6.
- [18] **J. Deja**, N. T. Attygalle, K. Copic Pucihar, and M. Kljun, “Sound 2021: Cross reality transitions between the real and augmented sound landscape”, in *Proceedings of the International Workshop on Cross Reality (XR) Interaction at ACM ISS 2020*, 2020, pp. 1–4.
- [17] **J. Deja**, N. T. Attygalle, K. Copic Pucihar, and M. Kljun, “Sound 2021: The future of music”, in *Proceedings of the Human Computer Interaction in Information Society (HCI-IS)*, 2020, pp. 1–4.
- [16] **J. Deja**, P. Arceo, D. G. David, P. L. Gan, and R. C. Roque, “Myosl: A framework for measuring usability of two-arm gestural electromyography for sign language”, in *International Conference on Universal Access in Human-Computer Interaction*, Springer, 2018, pp. 146–159.
- [15] **J. Deja**, K. G. Chan, M. A. Dancel, A. V. Gonzales, and J. P. Tobias, “Flow: A musical composition tool using gesture interactions and musical metacreation”, in *International Conference on Human-Computer Interaction*, Springer, 2018, pp. 169–176.
- [14] **J. Deja**, K. Blanquera, C. E. Carabeo, and J. R. Copiaco, “Genre classification of opm songs through the use of musical features”, in *Theory and Practice of Computation: Proceedings of Workshop on Computation: Theory and Practice WCTP2014*, World Scientific, 2016, pp. 77–88.
- [13] **J. Deja**, R. Cabredo, and T.-J. K. Monserrat, “On building an emotion-based music composition companion”, in *Proceedings of the Asian HCI Symposium’18 on Emerging Research Collection*, 2018, pp. 25–28.

- [12] J. E. Tamani, J. C. B. Cruz, J. R. Cruzada, J. Valenzuela, K. G. Chan, and **J. Deja**, “Building guitar strum models for an interactive air guitar prototype”, in *Proceedings of the 4th International Conference on Human-Computer Interaction and User Experience in Indonesia, CHIUXID’18*, 2018, pp. 18–22.
- [11] K. G. Chan, **J. Deja**, J. P. Tobias, A. V. Gonzales, and M. A. Dancel, “Applying user-centered techniques in the design of a usable mobile musical composition tool”, in *Proceedings of the 5th International ACM In-Cooperation HCI and UX Conference*, 2019, pp. 152–159.
- [10] R. A. Fernandez, **J. Deja**, and B. P. V. Samson, “Automating heuristic evaluation of websites using convolutional neural networks”, in *Proceedings of the Asian HCI Symposium’18 on Emerging Research Collection*, 2018, pp. 9–12.
- [9] **J. Deja**, A. Dela Torre, H. J. Lee, J. F. Ciriaco IV, and C. M. Eroles, “Vitune: A visualizer tool to allow the deaf and hard of hearing to see music with their eyes”, in *Extended Abstracts of the 2020 CHI Conference on Human Factors in Computing Systems*, 2020, pp. 1–8.
- [8] T. J. S. Maria, G. R. Dizon, V. A. Esquivel, **J. Deja**, and U. Chua, “Designing grit: Discovering features towards supporting novice programmer devops integration”, in *Proceedings of the 2020 Symposium on Emerging Research from Asia and on Asian Contexts and Cultures*, 2020, pp. 41–44.
- [7] **J. Deja** and R. Cabredo, “Discovering policies using activity models of self regulated learners”, in *Proceedings of the 16th Philippine Computing Science Congress*, 2016.
- [6] **J. Deja**, D. Talavera, L. Pancho, and E. S. Nase, “Automated vehicle entrance monitor using pattern recognition via haar classifiers”, in *Theory and practice of computation*, Springer, 2013, pp. 257–265.
- [5] B. M. Poblete, E. C. Mendoza, J. P. De Castro, **J. Deja**, and G. Nodalo, “A research through design (rtd) approach in the design of a 360-video platform interface”, in *Proceedings of the 5th International ACM In-Cooperation HCI and UX Conference*, 2019, pp. 166–171.
- [4] G. Nodalo, J. M. Santiago III, J. Valenzuela, and **J. Deja**, “On building design guidelines for an interactive machine learning sandbox application”, in *Proceedings of the 5th International ACM In-Cooperation HCI and UX Conference*, 2019, pp. 70–77.
- [3] **J. Deja** and R. Cabredo, “Using eeg emotion models in viewer experience design: An exploratory study”, in *Proceedings of the 4th International Conference on Human-Computer Interaction and User Experience in Indonesia, CHIUXID’18*, 2018, pp. 82–88.
- [2] A. C. C. Reyes, N. P. A. Del Gallego, and **J. Deja**, “Mixed reality guidance system for motherboard assembly using tangible augmented reality”, in *Proceedings of the 2020 4th International Conference on Virtual and Augmented Reality Simulations*, 2020, pp. 1–6.
- [1] T. M. Mirafuentes, A. R. Ante, M. G. Sanchez, **J. Deja**, and R. Cabredo, “Assystx: Supporting collaboration in course loading systems”, in *Proceedings of the 20th Philippine Computing Science Congress, PCSC’2020*, 2020.

**No. of citations: 60 | h-index: 4 | SICRIS: 115.42 | RG Score: 4.44 | as of August 30, 2021**

## INVITED TALKS AND PRESENTATIONS

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- T38. **So Do You Wanna be a Unicorn? An Introduction to Human-Computer Interaction.** Rants and Discussions Ep 5. Organized by OnOff Group Inc. (Online - Manila, Philippines). Jul 06 2021.
- T37. **The CAP in Capstone Projects.** Capstone Orientation Webinar. Organized by Xavier University - Cagayan De Oro College of Computer Studies. (Online - Cagayan de Oro, Philippines). Apr 28 2021.
- T36. **User Experience in the Academe: Fundamentals, Designs, Approaches, Case Studies, and Techniques.** PSITE NCR Webinar Series Session 11. Organized by Philippine Society of Information Technology Educators (PSITE). (Online - Manila, Philippines). Aug 29 2020.
- T35. **Building a UX Career Matrix for Students.** UXPH Roadshow Davao 2019. Organized by User Experience Philippines. Davao City, Davao. Sep 28, 2019.
- T34. **Ethnographic Studies: Another UX Research Approach.** UXPH June Meetup: All About UX Research. Organized by User Experience Philippines and Sprout Solutions. McKinley Park, Taguig. Jun 29, 2019.
- T33. **How Do We Design Customer-Centric Products and Services.** DevCon Summit 2019 Panel on Customer-Centricity Imperative. Organized by Developers Connect, SMX Aura Convention Center. Taguig. Jun 22, 2019.
- T32. **Using UX and AI for Marketing Case Studies. UX Series Talks.** Organized by BBDO Guerrero, BBDO Guerrero Office. Makati. Jun 18, 2019.
- T31. **So do you wanna be a unicorn? An Introduction to the UX Career.** EDGE: IT Career Talks. Organized by ACM FEU Alabang Chapter, Far Eastern University - Alabang, Filinvest, Muntinlupa. May 18, 2019.
- T30. **UX&AI: How we used UX to improve AI: Case Studies where UX played a role in the design of better AI.** IDEA: An IoT and Design Experience Assembly. Organized by Department of Computer Science, University of Santo Tomas. Espana, Manila. Apr 13, 2019.
- T29. **Design Thinking and Product Workshop.** SkyLabs Passion Projects. Organized by Skylabs and OffCrowd. Espana, Manila. Mar 22, 2019.
- T28. **UX&AI: How might we use UX to design usable, sustainable AI Products?.** Quantum Information Technology Convention (QITC) 11. Organized by Xavier University Ateneo de Cagayan. Cagayan De Oro, Misamis Oriental. Feb 01-03 2019.

- T27. **Why UX Matters to AI. Designers League of Pampanga: UX and UI Meetup.** Organized by Designers League of Pampanga. Mabalacat, Pampanga. Nov 24, 2018.
- T26. **DeafX: Designing Experiences for the Deaf and Hard of Hearing.** UX&Chill: Designing of Inclusivity. Organized by User Experience Society - Ateneo. Quezon City. Nov 21, 2018.
- T25. **A Complex Systems Approach to Understanding Urban Transportation.** Big Data Analytics and Applications & Intelligent Transport Systems. Organized by Transportation Science Society of the Philippines and Department of Science and Technology. Manila. Nov 19, 2018.
- T24. **Hear Me! Live Me! Designing Experiences for the Deaf and Hard of Hearing.** World Interaction Design Day Makati. Organized by Kalibr Design. Makati. Sep 25, 2018.
- T23. **Creating Healthy Group Environments. Organized by DLSU Sprint.** De La Salle University. Manila. Sep 22, 2018.
- T22. **When UX meets AI.** Organized by QBO QLITAN with QBO. QBO Innovation Hub. Makati. Jul 24, 2018.
- T21. **Impact of AI in the Teaching Profession.** Organized by Union of Students Inspired Towards Education (UNITED) DLSU, 5th Educators Congress #TransformED. Malate, Manila. Jun 23, 2018.
- T20. **UX+AI: Developing UX-Centered AI Products.** Organized by the IT180F Students of Malayan Colleges Laguna. Cabuyao, Laguna. May 16, 2018.
- T19. **UX+AI: Developing Intelligent Interfaces.** Organized by Google Business Group Cagayan and Shareable Inc. DiMSum2018: Digital Media Summit 2018 Co Creating Cagayan-Valleys Digital Future. Cagayan State University Carig Campus, Cagayan. Apr 20, 2018.
- T18. **Should you really make an AI for it?** Organized by AI Design Philippines, Indigo Research and Launchgarage. Eastwood, Quezon City. Mar 13, 2018.
- T17. **Case Studies in HCI Innovation.** Organized by UST Computer Science Society. University of Santo Tomas, Espana, Manila., Metro Manila. Jan 20, 2018.
- T16. **Exploring Opportunities for Integrating Data Science in Business.** Organized by Big Picture Asia, Acer Philippines & Microsoft Philippines. Acer Techonomy Forum 2017, Cebu City., Cebu. Oct 02, 2017.
- T15. **Introduction to Machine Learning and TensorFlow.** Organized by GDG Philippines. Google Developers Group Philippines I/O Extended 2017, City of Manila, Metro Manila NCR. Jul 01, 2017.
- T14. **Employing Computing Techniques Towards Better Data-Driven Design.** UX Philippines 2017 Conference. Organized by UX Philippines. Taguig, Metro Manila. May 20-21 2017.
- T13. **Machine Learning Starter Pack. Workshops on Machine Learning Technologies.** Organized by the IT180F Students of Malayan Colleges Laguna. Cabuyao, Laguna. May 04, 08, 09 2017.
- T12. **Using Machine Learning and Analytics in Rapid Content Prototyping in Advertising.** Business Analytics Seminar Series. Organized by the Information Systems Society, University of Santo Tomas. Manila. Mar 27, 2017.
- T11. **Machine Learning and Statistical Analysis.** Information Technology Conference 2017. Organized by Marketing Taughtworks, Santa Rosa City., Laguna. Feb 17 2017.
- T10. **Design Thinking.** Passion Anonymous Launching. Organized by ReThink Community, Santa Rosa City, Laguna. Feb 11, 2017.
- T09. **Google Technologies on Machine Learning.** GDG Bacolod DevFest 2016. Organized by Google Developers Group (GDG) Bacolod, University of St. La Salle. Bacolod, Negros Occidental. Nov 12 2016.
- T08. **New Face of the New Age: Introduction to Machine Learning.** Organized by the Department of Computer Science, Polytechnic University of the Philippines. Sta. Mesa, Manila. Oct 10 2016.
- T07. **Machine Learning for Computer Engineers.** ICEP Region IV-A General Assembly. Organized by the Institute of Computer Engineering Philippines (ICEP) Region IV-A, University of Perpetual Help-Molino. Molino, Cavite. Oct 01 2016.
- T06. **Machine Learning with TensorFlow.** GDG CDO I/O Extended 2016. Organized by Google Developers Group (GDG) Cagayan De Oro, Mindanao University of Science and Technology. Cagayan De Oro, Misamis Oriental. Jul 30 2016.
- T05. **The Machine Learning Starter Pack.** GDG Cebu I/O Extended 2016. Organized by Google Developers Group (GDG) Cebu. University of the Philippines, Cebu. Cebu City, Cebu. Jul 23 2016.
- T04. **Introduction to Machine Learning.** GDG Philippines I/O Extended 2016. Organized by Google Developers Group (GDG) Philippines, Ateneo de Manila University. Katipunan, Quezon City. Jul 02 2016.
- T03. **Introducing HCI as a Research Discipline.** Organized by the College of Computer Studies, National University. Sampaloc, Manila. Aug 18 2015.
- T02. **Seminar on Empathic Computing.** Organized by the Department of Computer Science, University of Santo Tomas. Espana, Manila. Nov 22 2013.
- T01. **Connecting Current issues in AI with Computer Engineering.** Organized by Society of Computer Engineering Students, Mapua Institute of Technology at Laguna, Malayan Colleges Laguna. Cabuyao, Laguna. Oct 04 2012.

## TEACHING

- **Graduate Teaching Assistant** at University of Primorska since Feb 2020  
*Computer Practicum I and II for the English Programme (C, HTML, CSS, JS, NodeJS, MVC, DevOps)*
- **Assistant Professor** at De La Salle University since 2017, *on-leave since Jan 2020*  
*Software Design Patterns (SWDESPA), Human Computer Interfaces (HCIFACE), Software Engineering (SOFENGG, SW-ENGG), Technology and Innovation Management (INOVATE, CSC571M)*
- **Asst Professorial Lecturer** at De La Salle University Aug 2015–Dec 2016  
*Human Computer Interfaces (HCIFACE), Software Engineering (SW-ENGG), Logic Formulation Using Java (CSC504C), Operating Systems (OPERSYS, CSC511C)*
- **Instructor** at University of Santo Tomas Jan 2015–Jun 2016  
*Human Computer Interaction (ICS152), Business Analytics Modelling (ISELEC3A), Intelligent Systems (CS209)*
- **Lecturer** at De La Salle University Jan 2013–Apr 2014  
*Intelligent Systems (INTESYS), Automata Theory (CSC515C)*
- **Instructor** at Malayan Colleges Laguna Jun 2011–Dec 2012, Jan 2014–Dec 2014

- **Computer Teacher** at Laguna BelAir School May 2010–Apr 2011  
*Office Productivity, Databases, Web Applications*

## PROFESSIONAL EMPLOYMENT, CONSULTANCY AND RESEARCH EXPERIENCE

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- University of Primorska** Koper, SI  
Graduate Research Assistant since Feb 2020
- HCI research
  - Humans Interacting with Computers @ University of Primorska (HICUP) Lab
- DLSU Center for Complexity and Emerging Technologies (COMET)** Manila, PH  
Faculty Researcher, former Head of Laboratory since 2015, Aug 2017–Jan 2020
- HCI research
  - COMET is a lab under DLSU CCS Official Research Institute AdRIC
- User Experience Philippines (UXPH)** Makati, PH  
Director since Jan 2020
- Member, Board of Directors; Director for Research, Community Engagement
- CityMunch UK** London, UK (remote)  
UX Consultant since Feb 2020
- Product Design, Customer Journeys, UX Research
- Senti AI** Makati, PH  
Operations Consultant Apr 2015–Apr 2016, Aug 2019–Present
- Process Improvement, Growth, Scale
- Department of Science and Technology, Republic of the Philippines** Pasay, PH  
En Banc Panelist, Technology Consultant since Feb 2019
- Software Technology, UX, Product Design, Project Commercialization
  - Technology Application and Promotion Institute (TAPI), Technology Commercialization (TECHNICOM)
- UX Indonesia** Jakarta, ID (remote)  
Consultant Dec 2018–Sep 2019
- UX Recruitment, UX Management, UX Training, Design Ops
- Cognify Labs** California, USA (remote)  
Consultant Nov 2018–Mar 2019
- UX, Product Design
- SkyLabs** Manila, PH  
Consultant since Sep 2018
- Training, Mentorship, Operations
- Osaka University, Institute of Industrial and Scientific Research** Osaka, JP  
Visiting Research Intern Aug 2018
- Machine Learning Research
  - Architecture for Intelligence (Numao) Lab
- Createur Technologies Inc (CRTR Live)** Manila, PH  
Chief Technology Officer (CTO) Aug 2018–Apr 2019
- Technology Management, Mobile App Development
- NuWorks Interactive Labs Inc** Pasig, PH  
Research Consultant Dec 2016–Dec 2019
- EEG, Affective Testing, Rapid Content Prototyping
- Custom Solutions** Jul 2013–Aug 2015  
Freelance and Consulting
- Software Development, AI Solutions
- Hewlett Packard Asia Pacific ROHQ** Taguig, PH  
Application Delivery Specialist Jul 2009–Jul 2010
- Service Management, Release to Operations, Project Management
- Accenture Manila Delivery Centre** Taguig, PH  
Java Intern Apr 2008–Aug 2008
- Software Development, Web Applications

## SERVICE AND COMMUNITY ENGAGEMENT

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- Reviewer/Program Committee  
*CHI 2020-21, ISMAR Posters 2021, ACS 2020-21, CHI PLAY 2019-21, IDC 2021, UIST 2020, TEI 2020-21, IMX 2019-21, CSCW 2019-21, IUI 2020-21 MobileHCI 2019-20, AutoUI 2019-21, ICMI 2019-21 (PC 2020-21), C&C 2017 2019 2021, CHIUXiD 2019, VRST 2019-21, DIS 2019-20, HRI 2017, PCSC 2020, CSP-SPiCE 2019*
- Founding Vice Chair, Current Secretary 2019–Present  
*Manila ACM SIGCHI Chapter*
- Student Volunteer  
*NordiCHI 2020, ACM UMAP 2021*
- Community Lead 2017–Present  
*User Experience Philippines*
- Faculty Adviser  
*User Experience Society DLSU Chapter (Aug 2017-Present), DLSU Green Giant FM (Jan 2018–Sep 2020)*
- Practicum Coordinator 2017–2020  
*Software Technology department, College of Computer Studies, DLSU*
- Volunteer Speaker 2017–Present  
*GDG PH, GDG Cebu, GDG Bacolod, GDG CDO, UXPH, QITC*
- Member  
*Computing Society of the Philippines (2016,2018), ACM SIGCHI (since 2015), Interaction Design Foundation (2018-2019)*
- Committee Chair on Research 2012  
*College of Information Technology, Malayan Colleges Laguna*
- Ex-Officio Consultant 2009–Present  
*Don Bosco Alumni Philippine National Federation, Caritas Don Bosco Alumni Association*

## SPECIALIZED TRAININGS

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- **ACM MobileHCI 2021 - Doctoral Consortium Track.** ACM, Toulouse, FR (virtual). Sep 2021
- **ACM UMAP 2021 - Doctoral Consortium Track.** ACM, Utrecht, NL (virtual). Jun 2021
- **Digital Media Summer Institute 2020.** INOVA Media Lab, Lisbon, PT (virtual). Jul 2020
- **CSCW Asia Winter School 2019.** ACM SIGCHI, Kyoto, JP. Dec 2019
- **PH Tech Leads Conference.** Philippine Tech Community Leaders Community, Manila, PH. Dec 2018
- **Academic Leadership and Development Program (ALDP).** De La Salle University, Manila, PH. 2017-2018
- **3rd ACP Encampment.** Philippine Air Force Pampanga, PH. Apr 2004

## SKILLS

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- **UX Research:** Contextual Inquiry, Questionnaires, Empathy Maps, Affinity Maps, User Stories, Personas, Journey Mapping, Ethnographic Research, Usability Testing, various qualitative and quantitative methods
- **UX Prototyping:** InVision, Balsamiq, Figma, Storyboarding, Wireframing, Wizard of Oz Prototyping, Paper Prototyping
- **Beyond UX and HCI:** Heuristic Evaluation, Design Thinking, Visual Design Patterns and Gestalt Psychology, Service Design, Experience Design, UX for AI
- **Software and Systems:** C, Java, JS, Python, SQL, HTML, CSS, NodeJS, Scrum and Agile, OOP, Design Patterns
- **AI and ML:** Experiment Design, Recurrent Neural Networks, Supervised ML, Feature Selection and extraction, Clustering and Visualization, Using EEG and EMG for emotion classification
- **Teaching and Pedagogy:** Outcomes-based curriculum and syllabus design, teaching, teaching HCI and UX

## SCHOLARSHIPS AND AWARDS

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- **Special Recognition for Outstanding Reviews.** CHI, AutomotiveUI, CHI PLAY. 2020
- **Ministry of Education, Republic of Slovenia.** University of Primorska PhD Scholarship Grant. since 2019
- **Mario D Camacho Chair of Computer Studies.** De La Salle University Science Foundation Inc. 2018, 2019
- **Most Influential CCS Faculty.** Awarded by DLSU Computer Studies Government. Aug 2018
- **De La Salle University Science Foundation Scholar.** DLSU MSCS Financial Assistance Grant. Jan 2012

- **Outstanding Faculty.** Ranked 1st out of 137 faculty from student satisfaction survey. Dec 2011
- **Silver Award.** HP Asia Pacific ROHQ WEBINT. Feb 2010
- **HP BAS PH's Finest (Gold Award).** HP Asia Pacific ROHQ National Level. Nov 2009
- **Amber Award.** HP Asia Pacific ROHQ WEBINT. Sep 2009
- **Notable Total Customer Experience (TCE) Burst Award.** HP Asia Pacific ROHQ WEBINT. Aug 2009
- **1st Runner Up Impromptu Speaking Contest.** Rotary Club Sta Rosa Aug 2004

## PRESS COVERAGE AND WORKS APPEARING IN VARIOUS OUTLETS

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- **UXPH Research** (2021): The State of UX in the Philippines (SOUP) Industry Report.
- **ANC Early Edition** (2019): Creating a more collaborative and design driven-Philippines.
- **UXPH Blogs** (2019): Recap: UXPH Roadshow 2019, Davao. Workshop 04: Building a UX Career Matrix for Students.
- **Roots Podcast** (2019): Jordan Deja, The UX Guy.
- **Designers.cam** (2019): Change and Design Leadership.
- **OffCrowd** (2019): Design Thinking Workshop Sets Focus on Empathetic Solutions.
- **Inquirer Pop!** (2018): This professor cramming his presentation in a conference is all of us in college.
- **Adobo Magazine** (2017): NuWorks Interactive launches DeepDive to measure emotions towards digital content.
- **Campaign Brief Asia** (2017): NuWorks Interactive Labs Manila wins Three-Peat Win at the 20th Agency of the Year Awards.
- **The Lasallian** (2017): Computers replacing humans? Its all science fiction.
- **Malayan Colleges Laguna** (2013): MCL IT professor, students present research at 2012 WCTP.

## MISCELLANEOUS

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- **Languages:** Filipino (Native), English (Native), Japanese (N5), Korean (Basic), Slovene (A1)
- **Hobbyist coffee brewer.** Trained in Slovenia.
- **Hobbyist photographer.** You may view my old portfolio at <https://jordandreja.carbonmade.com>
- **Legend 3 Medal: DOTA 2** August 2019
- **Meme:** If you google *cramming professor meme* you will see me in the top results
- **3rd ACP Encampment** Graduated Top 15 out of 120 delegates nationwide, Philippine Air Force. Apr 2004.

## CONTACT REFERENCES

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- **Matjaz Kljun**, Supervisor, Associate Professor, FAMNIT, University of Primorska matjaz.kljun@upr.si
- **Rafael Cabredo**, Dean, CCS, De La Salle University rafael.cabredo@dlsu.edu.ph
- **Perla Cosme**, Associate Professor, IICS, University of Santo Tomas ppcosme@ust.edu.ph
- **Toni-Jan Keith Monserrat**, Assistant Professor, University of the Philippines Los Baños tjmonsi@gmail.com
- **Ellenita Red**, Associate Professor, CCIS, Malayan Colleges Laguna erred@mcl.edu.ph
- **Lanze Aldrich Tan**, Managing Director, UX Philippines aldrich@uxph.org
- **Ralph Vincent Regalado**, CEO, Senti AI ralph@senti.ai