

Jadan Colon

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Education

BS in Data Science, Minor in Computer Science @Univ. of Central Florida

May 2026

Relevant Coursework: Calculus 3, Statistics 3, C++/Object Oriented Programming, Mobile Apps for Android, Foundations of Artificial Intelligence, Predictive Analytics, Data Graphics & Visuals

Experience

Software Developer & UI/UX Designer @Univ. of Central Florida: CDL Techrangers 2022 - Present

- Designed and built a user-centered website for UDOIT, an accessibility auditing tool, using Figma component libraries, Javascript, CSS, and Github API.
- Developed high-fidelity, iterative wireframes and clickable prototypes using Figma to refine user flow, streamlining technical support for 1,000+ UCF faculty and administration.
- Managed 3 UI/UX designers with contributions to 15+ products by creating trainings and case study materials.
- Built a UDOIT React component which scans for invalid CSS attribute usage and assists users in correction.
- Audited Materia widgets against WCAG and W3/ADA code standards, implementing front-end fixes to reach full compliance.
- Conducted content and accessibility audits of UCF websites for WCAG and W3/ADA responsiveness and compliance using Wordpress Gutenberg.
- Created enterprise-level deliverables, assets, and post content using Adobe Photoshop, Indesign, and Illustrator.
- Created mockups using Figma plugins and prototyping contributing to front-end user interface overhaul.
- Updated class-based React code to functional React code for an adaptive question software that responds to student performance.

Figma, HTML/CSS/JS, REACT, Sequel Ace, Git/Github, Ruby, Jekyll, MWDK, Adobe Illustrator, Indesign, ServiceNow

UCF IT Supported Software Team @Univ. of Central Florida: UCF IT

Jan - May 2026

- Facilitated meetings with UCF IT stakeholders to align technical and non-technical teams on dynamic database solution.
- Created data governance guidelines and Standard Operating Procedures (SOPs) alongside data risk assessments.
- Created Entity Relationship Diagrams (ERDs) to map database structure and end-user flow, translating complex systems into clear visuals.

ServiceNow, Python, DrawIO

Projects

GAME PROGRAMS

Tic-Tac-Toe: Created a small game product via Apple XCode which integrated design interface, user input, and counter/timer systems. Mobile and Apple Watch. **Swift**

Ranger Game: Created a small game using directional array traversal. Player plays as a ranger escaping random mini bosses featuring life counter and timer system. **C++**

DATA ANALYTICS

BNB Costs: Developed a multiple linear regression model to predict Airbnb listing prices using housing and location features. Performed data preprocessing, exploratory data analysis, and multicollinearity analysis. Visualised strongest feature relationships and evaluated performance using regression metrics. **Python; NumPy, scikit-learn, Matplotlib, pandas**

Saving Face: Developed a deep learning pipeline to distinguish synthetic or “fake” faces from real faces using a large-scale image dataset. Utilised a Residual Neural Network (ResNet) to extract features, and applied Principal Component Analysis (PCA) to reduce feature dimensionality. Performed hyperparameter tuning and K-means clustering to analyse feature distribution. **Python, Pytorch, NumPy, Matplotlib, scikit-learn**

Technical Skills

LANGUAGES

TOOLS/Frameworks

DESIGN

Python, C/C++, Java; HTML/CSS, Javascript, React

VSCode, GitHub, Jupyter, XCode, Repl.it, MWDK, Jekyll, Ruby, Git/Github, Wordpress

GIMP, Figma, Maya, Excel, Adobe Creative Cloud Tools, Microsoft Suite