Joaquin Miguel "Chino" Alde

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Education

The University of British Columbia — **Vancouver, British Columbia**
Bachelor of Science in Cognitive Systems (Cognition & Brain) — *September 2020 – May 2026*

National University of Singapore — **Singapore**
Exchange Semester — *August 2024 – December 2024*

Relevant Coursework: Algorithms & Data Structures, Human-Computer Interaction Methods, Advanced Methods for HCI, Software Construction, Computer Systems, Relational Databases, Artificial Intelligence, Applied Machine Learning, Research Methods in Cognitive Systems

Experience

UBC Advanced Research Computing — **Vancouver, British Columbia**
Junior Research Computing Support Analyst — *September 2025 – May 2026*

- Provided frontline technical support for UBC's research platforms, including REDCap, assisting users in troubleshooting software issues and optimizing their workflow.
- Tested and evaluated technical user documentation (TUD) to ensure effectiveness and accuracy.
- Monitored user experience, tracked software issues, and contributed to the continuous improvement of research platforms.

UBC Centre for Teaching, Learning and Technology — **Vancouver, British Columbia**
Learning Technology Rover — *September 2023 – December 2023*

- Demonstrated problem-solving skills by leveraging computer expertise to troubleshoot learning technology issues through ServiceNow, Zoom, MS Teams, and phone interactions, efficiently managing multiple inquiries simultaneously.
- Displayed strong leadership and collaboration, spearheading various projects, such as editing WordPress documentation and conducting website capability testing.
- Exhibited excellent communication skills through tailored documentation and instructional guides, facilitating user understanding and adoption of learning technologies.

UBC Student Housing and Community Services — **Vancouver, British Columbia**
Residence Advisor — *August 2021 – May 2026*

- Established a safe and welcoming community by helping and interacting with over 70 residents by planning and hosting social or educational events.
- Mediated interpersonal problems between residents using empathy and a coaching-centred approach that encourages residents to collaborate to problem solve.

Projects

Onboarding to Sockeye: HPC Onboarding Research — **January 2026 – April 2026**
Directed Studies, COGS 402 – UBC Advanced Research Computing

- Led an independent mixed-methods research study, in partnership with UBC Advanced Research Computing, investigating the barriers new users face when onboarding to Sockeye, UBC's 16,000-CPU/200-GPU HPC cluster.
- Designed and deployed a Qualtrics survey (n=28), 5 semi-structured interviews, and 2 experimental exercises across a 116-user population to surface technical and emotional onboarding barriers.
- Conducted thematic analysis via affinity diagramming to identify 4 core barrier themes, translating findings into actionable recommendations delivered to ARC stakeholders in a formal research report.

BC Backpacker App — **September 2025 – December 2025**

- Brainstormed and designed a medium-fidelity interface consolidating trail routes, weather forecasts, and campsite availability to resolve user fragmentation issues with existing tools.
- Implemented Selenium to create an instance of Chrome in order to interact with the correct elements of the web page.
- Designed a within-subjects experiment with counterbalancing to compare a custom backpacking interface against a control (BC Parks website), aiming to reduce planning time and error rates
- Refined the user journey through low-fidelity walkthroughs, ensuring the interface supported both novice hikers (via location search) and experienced backpackers (via permit/weather details)

Redesigned UBC Course Schedule **January 2024 – April 2024**

- Redesigned the university course registration website with a team of six, improving usability and accessibility through iterative prototyping in Figma (low-fidelity) and HTML, CSS, and JavaScript/jQuery (medium-fidelity) using design principles.
- Conducted user research with 20 students via interviews, surveys, and usability tests, identifying pain points and informing design decisions.
- Analyzed user feedback to refine the interface, aligning the final design with user needs and behavioral insights, and documented findings in concise, detailed reports.

BookshelfTracker **January 2023 – April 2023**

- Designed and developed BookshelfTracker, a Java desktop app, independently, enabling efficient tracking of user-entered book information and ratings while showcasing strong programming and software development skills.
- Implemented user stories and utilized the Java Swing Library to create an intuitive graphical user interface (GUI) for BookshelfTracker, ensuring a seamless user experience for users.
- Incorporated JSON data persistence and applied JUnit testing, enhancing data integrity and minimizing errors in BookshelfTracker, resulting in a robust and reliable application.

Robot **November 2022 – December 2022**

- Collaborated in a team of 4 to develop C# scripts in Unity, enabling precise control of a robot to pick up balls from the field and engage opponents by shooting lasers while gaining proficiency in C# programming and navigating the Unity environment.
- Implemented machine learning (ML) agents to train the robot, allowing it to operate autonomously and successfully perform the assigned functions and tasks, showcasing the application of ML techniques in creating intelligent robotic behavior.

Stock Portfolio Updater **January 2021**

- Collaborated with a partner to develop the Stock Portfolio Updater, a Python program that seamlessly tracks and reports daily changes in a user-specified investment portfolio, leveraging an API to link user data with all North American stock markets.
- Implemented automated daily email updates to provide end users with comprehensive reports on their portfolio performance, ensuring timely and valuable information is delivered either upon query or every weekday at the stock market close.
- Generated detailed reports within the Stock Portfolio Updater program, displaying essential information such as stock names, share prices in CAD, quantity owned, total cost of each stock, and the overall portfolio value in CAD, providing users with a comprehensive overview of their investments.

Technical Skills

Languages: Python, Java, C, C++, C#, R, Racket, HTML/CSS, JavaScript, SQL
Developer Tools: VS Code, , Git, GitHub, Google Cloud Platform
Technologies/Frameworks: Linux, JUnit, WordPress, Unity, Unity ML-Agents, MATLAB, Figma

Certifications

MEDDIC Sales Methodology Certification – MEDDICC.com June 2025

Leadership / Extracurricular

UBC: Nitobe Basketball League, nwPlus, Google Developer Student Club, UBC Recreation
NUS (Exchange): Climbing Club, Catholic Student Society, Barangay (Filipino Student Association)

Hobbies & Interests

Basketball, golf, soccer, bouldering, reading (fiction, self-help, non-fiction), anime/manga, video games, listening to music/podcasts, philosophy, hiking/backpacking