

Vince Lennard L. Favorito

✉ ecniv2001@gmail.com  linkedin.com/in/vincefavorito  github.com/Beanszsz 📞 09505404803

EDUCATION

Polytechnic University of the Philippines 2021–2025
Bachelor of Science in Computer Science Cum Laude

Marinduque National Highschool 2019–2021
Science, Technology, Engineering, and Mathematics With Honors

EXPERIENCE

Zynappse Corp. Pasig, Manila
Web Developer Intern Sept 2024 – Oct 2024

- Learned web development, frameworks, and professional workplace etiquette.
- Created personal websites such as portfolio, articles, and adapted projects into Next.js.
- Continued improving skills and developing projects using Next.js.

PROJECTS

Match N Munch | Python - Kivy Dec 2022 - Feb 2023

- Python mini game where players create foods by flipping cards to collect ingredients.
- Optimized the UI for scalability and responsiveness.
- Implemented original and digitally crafted visuals and designs for better user experience.
- Designed multiple levels to increase difficulty and improve memory retention for users.

Tagalonggo: Tagalog-Hiligaynon POS Tagger Thesis Tool | Python June 2024 - Feb 2024

- Developed a Part-of-Speech (POS) tagger for the Hiligaynon language for our thesis project.
- Assisted in data gathering, cleaning, and documentation for AI model training.
- Implemented a user-friendly interface for easier interaction with the tool.
- Aimed to improve AI's understanding of the Hiligaynon language.

IYKYK Programming Language | JavaScript - SCSS Nov 2023 - Feb 2023

- Created a programming language that utilized gen-z styled lexical and syntax analyzer.
- Implemented real-time collaborative environment for multiple developers to edit codes.
- Contributed to documentation and design of new principles.
- Group-developed programming language with unique keywords and reserved words.

SKILLS

- Basic knowledge of JavaScript and Python.
- Front-end development (HTML, CSS, React, Next.js, Tailwind, SCSS, Semantic UI).
- Tools such as Git, GitHub, VS Code, Figma, and Canva.
- Multimedia tools: After Effects, Illustrator, Photoshop, Premiere.
- Interests: game design, game development, sound design, dioramas, and miniatures.