

# Jovic Francis B. Rayco

BS Computer Science Graduate

✉ jovicfrancisb.rayco@gmail.com

🏠 Philippines



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## Professional Summary

Committed computer science graduate with a solid foundation in programming, problem-solving, and time management. Passionate about utilizing technology in creating innovative solutions. Eager to contribute to a team while continuously learning and growing as a software developer.

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## Work Experience

- Bicol University ICTO – Internship (Backend Developer). 2024
  - Contributed in setting up the back-end and assisted in implementing front-end functionality to address the short deadline of one month, despite limited experience in PHP and Laravel. Provided a tutorial demonstration during the initial acceptance testing of the Bids and Awards Committee Website. With positive reception.
  - Link to website: <https://bac.bicol-u.edu.ph/>

## Education

- Bachelor of Science in Computer Science, Bicol University College of Science, Legazpi City. September 2021-June 2025

## Honors and Awards

- Graduated With Latin Honors (Summa Cum Laude).
- Most Outstanding Graduate in Scholarship.
- Consistent President's and Dean's Lister.
- 2<sup>nd</sup> Best Paper, Bicol University R&D College Level (Theme of Industry, Energy, and Emerging Technology).

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## Projects

- Next-Gen Website QA, Fourth Year Thesis 2024-2025
  - Automated Website Test Case Creation using Large Language Models, Prompt Engineering, and Scraping Technologies.
    - Main backend developer and integrator of front-end code, and tester. Utilized Python, Django, Javascript, and also Ollama, Llama 3.1, and Unsloth. Won a 2<sup>nd</sup> Best Paper Award in the BU R&D College Level, Research Category.

- Bicol University BAC Website, ICTO Internship 2024

- Official Bids and Awards Committee Website of Bicol University.

- AIIdentifye, Third Year Software Engineering 1 and 2 Project 2023-2024

- An Eye Disease Recognition Web Application that takes eye input and outputs the eye condition.
  - Served as the team's manager, using Git, GitHub, and GitHub Desktop. Utilized Python, Kivy, Django, HTML, CSS, and Javascript.

## Other Projects

- Summer School Project: Playlist Generator, Vives Summer School on Industrial AI, Belgium 2024
  - Assisted in the development of a spotify playlist generator application using python and the ChatGPT API. Achieved a working demonstration of the project.
  - Github Link: <https://github.com/VIVES-project/playlist-gen>

## Hobbyist Projects

- Passcrypt Safe (Rework) – Simple Password Manager in Command Line 2025
  - Utilized python, cryptography libraries, and sqlite
  - Github Link: <https://github.com/CasualCodes/passcrypt-safe-rework>
- Vanilla-Kanban – Simple Kanban Board with Vanilla Javascript, HTML, and CSS 2025
  - Github Link: <https://github.com/BooksNTomes/vanilla-kanban>

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### **Technical Skills**

Programming / Computer Science	<ul style="list-style-type: none"><li>• Highly familiar with C, Java, and Python. Exposure to Lua, C++, C#, Dart.</li><li>• Familiar with computer science concepts (e.g. data structures, control flow).</li></ul>
Source Control	<ul style="list-style-type: none"><li>• Highly familiar with GitHub, through command line, and through GitHub Desktop.</li></ul>
Web Development	<ul style="list-style-type: none"><li>• Familiar with HTML, CSS, JavaScript. Exposure to PHP.</li><li>• Familiar with Django, Laravel Filament. Exposure to Tailwind CSS.</li></ul>
Development IDEs	<ul style="list-style-type: none"><li>• Highly familiar with Visual Studio Code. Familiar with Netbeans/Eclipse, Exposure to Android Studio.</li></ul>
Machine Learning / AI	<ul style="list-style-type: none"><li>• Familiar with Google Colaboratory, Ollama, and Unsloth. Exposure to R and R Studio.</li><li>• Familiar to using large language models (e.g. local LLMs, ChatGPT API), and prompt engineering for learning and development.</li></ul>
Game Development	<ul style="list-style-type: none"><li>• Exposure to Game Development in Godot, Pygame, and Java.</li></ul>
Design	<ul style="list-style-type: none"><li>• Familiar with Canva, Powerpoint Presentations, and Lunacy. Exposure to Figma.</li></ul>

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### **Soft Skills**

Flexibility	<ul style="list-style-type: none"><li>• Open to using new languages, tools, or emerging technologies.</li></ul>
Problem Solving	<ul style="list-style-type: none"><li>• Divides problems and tackles them one-by-one.</li></ul>
Time Management	<ul style="list-style-type: none"><li>• Strives to be consistent in following schedules.</li></ul>
Leadership	<ul style="list-style-type: none"><li>• Has a tendency to take initiative.</li></ul>
Working under Pressure	<ul style="list-style-type: none"><li>• Strives to work and address sudden issues with short deadlines.</li></ul>
Persistent	<ul style="list-style-type: none"><li>• Strives to address expectations and requirements.</li></ul>