#HumansOfSymph Feature

I live many lives. One day I could be Aloy taking down robotic dinosaurs, then I could cause a nationwide blackout through the 1s and 0s of Aiden Pearce. What can I say, story-driven video games keep me sane.

before i spiralled down reality—i was actually an "okay" person

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In our #HumansofSymph story, get to know more about Creative Frontend Developer at Symph, Carl Kho. Aside from being known as a prodigy AKA the youngest employee at Symph, he puts passion into gaining new experiences by joining local and international competitions, in both graphic design and coding. He will be studying Computer Science under a scholarship at the #1 Most Innovative University in the World Minerva University, San Francisco.

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I was the kid who skipped classes, legally. Jokes aside, my class exemptions were due to my participation in multiple competitions to

satiate my hunger for new experiences. This started when I was 13 and was chosen to represent the school as a pioneer in the robot and intelligent machines (RIM) category for the Science Investigatory Project of the District up to the Regional Science Fair. It was also the time when I started with Lego EV3 for the First Lego League (FLL). After two years of being in last place for robotics, we managed to win the nationals. The next school year—I was 16 at the time—we set foot in Hungary for the World Robotics Olympiad 2019, bearing the flag of the Philippines under robot soccer.

I was really into SIPs and actually fared well in its contests, especially since it forced me to learn and apply an entirely new scientific concept in order to solve a problem I invented in the first place. I even took part in Google Science Fair. One day, though, I got tired of getting my hands dirty with wires and started submitting solutions in code.

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Early pandemic, I was volunteering for [One Gadget One Child](), a heartwarming initiative co-led by a Sympher who, through that initiative, helped me realize how I can do good with my design skills. That paired with the fact that Albert, our CTO, decided to give this random 16-year-old kid in-depth feedback for Stat—Your Virtual Clinic ([https://bootcamp.uxdesign.cc/stat-your-virtual-clinic...]()), my first hackathon product in an attempt to ease the country's COVID situation, really made it easy for me to say yes to Symph's internship offer. Once I got to work full-time in Symph, I became a UI/UX designer and niched into becoming their creative frontend developer with Webflow.

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High school projects helped me become fluent in motion design, graphic design, and branding. In my day-to-day, I travel between the multiple dimensions of Adobe Creative Suite and Webflow, my no-code tool of choice, to develop websites appertaining to the rules of UI/UX with laser-shooting Sharknado visuals while still being light and functional

enough to run on your smartphone's 3G cellular data.

I center my divs by increasing the horizontal padding enough until it █ ████████ center-y enough. Just kidding. As a designer, using Webflow helped me quickly bring my ideas to life. On average, it takes me one day to design, and another to develop and publish the page —for free if need be. My favorite part is making interactions with Webflow's built-in animator or handcraft animations with After Effects and exporting them as Lottie files (small-sized animations in a JSON file) to create delightful interactions as users, for example, scroll. The wow factor as seen on the client's faces is priceless. This niche was inspired by Apple and its award-winning AirPods Pro website.

[MVP Guild PH](), a project I'm working on, is a culmination of all the skills I've developed in Symph. From its user interface and experience to manipulating lightweight Lottie animations to engineering content management systems (CMS) and displaying dynamic data on the go. MVP Guild is my baby who's going to show the world how powerful no-code has become (yey to Citizen Developers!).

I'm currently learning Next JS through Vercel, since they happen to have a friendly course on their website. It has helped me create high-level design decisions better with a more conscious concern for dev implementation. Though Webflow and Bubble.io have already helped me grasp the fundamentals of common "full-stack" applications, I still think learning how to utilize the cloud tools (GCP, AWS) of today will significantly make my career life better. Maybe I can start by automating my household chores.

Silicon Valley will soon be 40 minutes away! As I pursue Computer Science at Minerva University in San Francisco and in six other countries, I hope to start my endeavor in developing breakthroughs in

the field of Neural Engineering. Don't worry, I'm not in it for world domination — I know my ethics. 🄰🄰