

Contact

carlkho.cvk@gmail.com

www.linkedin.com/in/carlkho
(LinkedIn)

Top Skills

Systems Thinking

Kubernetes

Software Observability

Languages

Cebuano (Native or Bilingual)

Spanish (Limited Working)

Spanish (Limited Working)

English (Native or Bilingual)

Filipino (Full Professional)

Certifications

Introduction to Neural Engineering

Obviously AI Course

AWS DeepRacer Student

#GCPinas - Google Cloud Platform
Certification Pro

Build a Mobile App with Google
Sheets on Glide and Zero Coding

Honors-Awards

Grand Champion for the Science
Research Video 2020

Challenge Winner - Student Track
| Plutus: The Money Game | The
Financial Literacy Innovation
Challenge

Simala Sanctuary de Cebu |
Designers Prize & Master Prize |
Overwatch SEA Map Design Contest

It's a Mask - Poster Competition

TechTalks: DepEd Learners'
Research-based Innovations

Publications

A product designer's response to
Typhoon Odette

Carl Kho

Chaos Eng @ Dell | # Brain → Computer Use | Google Hackathon
Winner | OpenAI Contributor
San Francisco, California, United States

Summary

Pursuing Impact | <https://www.carlkho.com/>

I somehow ended up on New York Times Square's tallest billboard
♂# (see featured)

I am a proactive web/product designer with a zest for problem-solving and a penchant for creativity. I utilize a problem-around-users-first framework, enabling me to create ethical and holistic solutions with bias mitigated. I then make sure that the solution is presented with an empathetic and engaging story.

I am currently pursuing Computer Science (Software and AI), and Social Sciences (Cognition, Emotion, and Brain) at Minerva University. My background spans research, robotics, web design, and animation, with numerous accolades in various competitions. Having led award-winning projects and research papers, I am eager to share my passion and expertise for the sake of the world; from gamifying financial education for the less privileged to mitigating bias in the headlines today with AI.

I have worked with Gensler to help airport passengers get to their gate stress-free (offered by the academic curriculum. I have also worked as a Product Designer for Symph, where I played a key role in the design and development of enterprise-level client projects. As a clear-headed and innovative problem-solver, I aspire to make a lasting impact in the world of technology. Especially in neural engineering, household automation, and democratizing code. In numbers, I have impacted 45,000+ lifelong learners and raised over \$8,500 for calamity victims.

Experience

The Butterfly Effect: Technological Interventions to prevent Psychosomatic Disorders from Extensive Gadget Use

Kuan Kanang: Ang Pagsusuri ng mga Bisayang Tagapuno sa pang-araw-araw na Diskurso

Stressors and Stress Coping Strategies on Online Learning among Senior High School Students during COVID-19

Couriers-Turned-Warriors: A Closer Inspection into the Adherence of Safety Protocols by Food Couriers during COVID-19

Dell Technologies

Site Reliability Intern – Chaos Engineering

May 2025 - Present (3 months)

Austin, Texas, United States

Distributed systems. Designed and implemented a multi-scenario fault injection framework on Dell's enterprise infrastructure to proactively test system resilience. Simulated real-world failures across HTTP services, container networking, storage (PVC/PV), cluster resource limits, and Kubernetes control plane behaviors. Leveraged Golang, Python, and Kubernetes APIs to inject controlled disruptions, improving test coverage of negative code paths and strengthening reliability across distributed systems.

Anthropic

Student Builder

April 2025 - Present (4 months)

Selected by Anthropic for API grant support to advance student innovation. My project explores non-invasive brainwave interpretation using Claude to augment neurotechnology research, enabling real-time computer use via EEG/MEG.

Wish my Northeastern account stayed longer for their official partnership.
Haha.

<https://www.anthropic.com/news/introducing-claude-for-education>

Cerebras Systems

Cerebras Fellow

February 2025 - Present (6 months)

San Francisco, California, United States

Selected as a Cerebras Fellow to advance AI innovation, leveraging world-leading compute (2,200 tokens/second) for my non-invasive Brain-Computer Interface (BCI) research.

Minerva University

2 years 11 months

Junior Web Designer

January 2024 - Present (1 year 7 months)

San Francisco, California, United States

Enterprise Webflow work — <https://www.minerva.edu/>

- Automated blog post CTA with dynamic CMS logic

- Multiple site fixes to ensure responsiveness
- Designed/Developed new 1-pager showcasing global rotation from scratch

Developed AI Tools + Student Guide from Scratch — AI Consensus

- Crafted reusable components + documentation for easier content scalability post-handoff

FinanceOps & Automations Intern (Summer '23 & Fall '23)

May 2023 - January 2024 (9 months)

San Francisco, California, United States

During my latest experience as a FinanceOps & Automations Intern, I had the privilege of contributing to transformative projects that streamlined operations and enhanced efficiency within the finance department.

- Co-developed Python (Pandas) script for automated Year-to-Date (YTD) reports, scheduled on PythonAnywhere. Resulted in reduced manual effort and timely financial insights.
- Maintained Automated Offer Letter Generator (AGOL) using Google Cloud Platform, Google Apps Script, HelloSign API, and Google Sheets + Docs API on Jupyter. Improved offer letter processes, ensuring speed and accuracy.
- Provided valuable consultation and support to Minervans regarding the Paycom platform. Addressed inquiries, shared insights, and enhanced HR and payroll processes.

Throughout these experiences, I deepened my appreciation for the intersection of finance and technology.

Content Master (Webflow) (Study Kit — Summer '23)

May 2023 - August 2023 (4 months)

San Francisco, California, United States

Study Kit is an educational resource website for up-and-coming international students. Focused on helping students succeed in academics, live in a new environment, and interact with other cultures effectively.

- Website Redesign & Development. Led a dynamic redesign and development effort that reshaped Study Kit's website into a modern, user-centric platform. Employing responsive design techniques, I ensured seamless functionality across various devices, catering to the needs of students and educators alike.

- CMS Expertise. Managed content updates through Webflow's robust Content Management System (CMS), ensuring scalability and ease of information dissemination.
- User Experience. Crafted user personas and meticulously studying patterns of behavior given the challenge to intrigue both Chief Academic Officers (CAO) and students alike.
- Branding & Identity. Collaborated to branding research and implementation efforts, ensuring Study Kit's visual identity resonated effectively with its target audience.
- Content Strategy & Design. Leveraged my expertise to create a structured knowledge base, optimizing content for readability and impact.
- Technical Innovations: Demonstrated proficiency in implementing technical solutions to enhance website performance. Introduced Analytics via Nocode.lytics.

This experience has equipped me with a multifaceted skill set that spans web development, user experience design, and strategic content management within the education and e-learning sectors.

Technical Finance Intern (Fall '22)
 September 2022 - May 2023 (9 months)
 San Francisco, California, United States

As a Technical Finance Intern, I played a crucial role in streamlining the onboarding process for new hires by automating the process using Google App Script. By introducing the use of AirTable to a team of 11 responsible for managing the salary distribution of over 600 students using Paycom, I was able to achieve the following:

- Accomplished an increase in efficiency in the onboarding process
- Reduced onboarding errors
- Improved team productivity

In addition to my responsibilities as an intern, I also served as a resource for my fellow classmates, answering questions and providing assistance to the 150 students living in the on-site dormitory. This contributed to a positive and supportive living and learning environment for all students.

Game Developers Conference

Conference Associate

March 2025 - Present (5 months)

San Francisco, California, United States

Selected for a highly competitive Conference Associate role at GDC, an opportunity valued at over \$3,000 and my first foray into professional customer service under Ian McKenzie. Beyond typical CA duties, I received invaluable mentorship from Triple-A and indie game studio professionals, expanding my understanding of electrical waveforms and signal types relevant to my BCI research – surprisingly interconnected fields (ctrl.alt.GDC)!

Outside of shifts, I actively engaged with the vibrant GDC community by joining the CA choir and stimulating activities within the Filipino in Video Games group (via Riot Games), fostering connections and sharing my passion for inclusive game development.

Universidad Abierta Interamericana (UAI)

Technical Research Assistant

September 2024 - December 2024 (4 months)

Buenos Aires Province, Argentina

Helping build Physical Bits, an open-source, "Scratch-like" programming tool for low-cost robotics education for high schools in Buenos Aires.

Also working with Arduino Portenta H7 (C++).

Both projects under the guidance of Lic. Gonzalo Zabala, Director of the Robotics and Educational Technology Laboratory at CAETI.

<https://www.argentina.gob.ar/consejo/mendieta-un-robot-por-escuela>

Edgur

6 months

Product Design Engineer

August 2024 - September 2024 (2 months)

Atlanta, Georgia, United States

Produced dev-ready designs for the EdTech product.

Worked with Figma in the creation and maintenance of design systems. Utilized Figma variables for fully-responsive hi-fi screens.

Transitioned to design to fill startup needs given my background in UI/UX.

AI Software Engineer

April 2024 - August 2024 (5 months)

Atlanta, Georgia, United States

A start-up with a focus on intentional short-form education.

Primarily developing AI-focused features for the early-stage, ed-tech start-up. Engineered the core recommender algorithm.

Working with React, Python (Django, Flask), Postgres, Heroku, Streamlit, SQL Alchemy, Auth0, Stripe API, Whisper API, and OpenAI APIs.

Contract extended for the ability to effectively wear multiple hats.

Brand New Bundestag

Game Developer

January 2024 - April 2024 (4 months)

Berlin, Germany

Developing the digital version of their educational board game (NDA).

Made in Spline.

Northeastern University

3 months

Game Designer & Developer - Unity

July 2023 - August 2023 (2 months)

Boston, Massachusetts, United States

I was promoted and was added to a second team and contributed to a gamified solution for blood glucose level management among teenagers with Type 1 Diabetes.

· Game Design and Medical Integration. I led the design and development of an application aimed at enhancing blood glucose level (BGL) management for teens with Type 1 Diabetes. By incorporating real-world medical concepts, I transformed sensor technology like Continuous Glucose Monitors and Insulin Pumps into engaging gameplay mechanics.

- **Unity Proficiency.** Though I had zero knowledge, I learned to utilize Unity as the primary game engine. I implemented the user interfaces I designed on Figma with UI Builder.
- **UI/UX Design.** I took charge of UI/UX and developed design patterns, color schemes, and accessibility guidelines. Figma served as my design toolkit, allowing me to create mockups, wireframes, and prototypes for game screen development.
- **Team Collaboration and Communication:** I worked collaboratively within a team of designers, developers, and project managers, I communicated ideas and design decisions.
- **Problem-Solving and Creativity.** During development, I navigated challenges such as debugging, UI scaling issues, and gameplay mechanics.
- **Time Management and Adaptability.** I managed my tasks and time, especially since I was still working on Project # 1. I demonstrated adaptability by swiftly learning new tools.
- **Research and Documentation:** I studied 100 screens from existing medical apps and conducted research on topics including game design, diabetes management, UI/UX best practices, and more.

Game Developer - Unreal Engine 5

June 2023 - August 2023 (3 months)

Boston, Massachusetts, United States

Developed a video game to train non-speaking children with autism communicate independently via Augmented Alternative Communication (AAC). I was a Game Developer specializing in Unreal Engine (Blueprints) at Bouvé Colleges of Health Science's ReGame-XR Labs at Northeastern University. My role has allowed me to wear multiple hats and contribute significantly to the development of interactive content.

- **Technical Expertise:** Proficiently utilized Unreal Engine 5 to craft engaging video games and interactive experiences that bridge the gap between health science and technology. Leveraged visual scripting techniques, specifically Blueprint, to create intricate gameplay mechanics without traditional programming.

- **Innovative Problem-Solving:** During my involvement in the development of "Peer Play," I encountered challenges that required quick thinking and creative solutions. Instead of being discouraged, I proactively sought out solutions through research and documentation, turning hurdles into opportunities for growth.
- **Cross-Disciplinary Collaboration:** Collaborated closely with interdisciplinary teams, including designers, developers, and stakeholders. Effectively communicated complex technical concepts to both technical and non-technical team members, fostering a collaborative and productive environment.
- **User-Centric Design:** Demonstrated a deep understanding of user-centered design principles, particularly in catering to the needs of non-speaking children with autism. Integrated eye-tracking technology into our projects for enhanced accessibility, contributing to a more inclusive experience.

In addition to my technical and soft skills, I have been recognized for my resourcefulness, ability to optimize processes, integration within diverse teams, and my dedication to neurodiversity awareness.

Gensler

Lead Product Design Intern (Academic Partner of Minerva University)
October 2022 - April 2023 (7 months)

San Francisco Bay Area

Successfully led a team of 6 international students in a design thinking project, resulting in the proposal of an accessible indoor wayfinding web app proposal with mixed-reality for navigation of San Francisco Airport (SFO is not directly involved).

- Visualized complex research findings into flowcharts using FigJam, accelerating decision-making by 20%.
- Independently designed 32 wireframes and high-fidelity screens through five iterations UI/UX using Figma.
- Conducted thorough user testing surveys with over 600 international respondents to validate the need for a solution.
- Aggregated unstructured data of SFO's satisfaction survey (n = 2 810) with Google Sheets, Python, pandas, and matplotlib, leading to approval of proposed solution by improving story-telling in pitching the solution.
- Regularly sought feedback from Gensler with Loom and Figma prototypes, reducing turnaround time 40%.

This experience shifted my focus from Design for Social Good and into improving business metrics, as guided by Gensler's Aviation Department when I pitched the idea to the designers during a community studio meeting.

* Done in compliance with Minerva University's Academic Curriculum - Community Civic Project (CCP)

Symph

2 years 1 month

Full-Stack Developer (Webflow + Lottie)

January 2022 - August 2022 (8 months)

Cebu, Central Visayas, Philippines

I played a key role in the design and development of enterprise-level client projects, primarily using Webflow and Figma.

- Designed and presented proof of concepts (POCs) for clients, showcasing innovative solutions and ideas
- Worked closely with a Google Developer Expert (GDE) to research, design, and conduct UX experiments for a next-generation chat product
- Developed initial screens for the product using Ant Design and Firebase, demonstrating my proficiency in Webflow and Figma as well as my ability to work independently and manage projects from start to finish
- Designed and developed interactive client landing pages using Webflow, incorporating dynamic data from the content management system (CMS) and implementing engaging interactions using Webflow's native tools and Adobe Creative Suite (Lottie)
- Pushed for the adoption of no-code tools to improve the marketing and design team's workflow and efficiency
- Shared my knowledge and expertise through talks on Lottie, no-code, and A.I., demonstrating my ability to effectively communicate and engage with audiences in virtual and physical settings.

Product Designer

August 2021 - January 2022 (6 months)

Cebu, Central Visayas, Philippines

I was promoted to a full-time role after performing well as a Design Intern. As a Product Designer, I played a vital role in crafting high-quality products using AntDesign and personalizing design systems. I also introduced Webflow to Symph's internal startups by designing and developing their landing pages.

- Improved productivity by introducing no-code tools such as Webflow and Automate.io, reducing developer-dependence for non-developers on the team
- Increased the efficiency of the marketing team by leading a team to speed up lead generation with an automated Notion-Zapier and Linear-Automate.io CMS, as well as by creating a form that automatically updates Symph's pitch deck portfolio. These solutions were developed as part of a hackathon where my team also managed to win.
- Increased lead conversion for Branchify and talent hiring for Symph by designing, developing, and maintaining websites with Figma and Webflow
- Decreased the frequency of "brain fogs" by developing The Butterfly Effect, a chrome extension and Discord bot reminding Symphers to drink water, do stretches, and take an "awe break"

In addition to my responsibilities as a Product Designer, I also played a crucial role in leading kickoff meetings, ideation sessions, workshops, and client demos, and helping to mentor and establish a design culture within Symph.

Product Design Intern

August 2020 - July 2021 (1 year)

Cebu, Central Visayas, Philippines

As a Product Design Intern, I was invited to join the team at Symph by the Google Developer Expert (GDE) and CTO, Albert Padin, following my contributions to One Gadget One Child and Stat - Your Virtual Clinic. Some of my notable accomplishments during my internship include:

- Served as the Junior Design Lead for Omniquotient and designed and developed three websites in three days using Figma and Webflow
- Designed the monthly newsletter for Glory Reborn, an organization providing maternal care to marginalized moms and babies in Cebu, Philippines
- Created a customer relationship management (CRM) system for a nationwide financial services company using Figma
- Designed and developed two websites for a training center and luxury furniture e-commerce site in the Philippines, as well as two websites for a tech corporate group in Singapore with Webflow.
- Produced marketing graphics and videos for a food corporate group
- Improved the speed of Symph.co's landing page by leading a group of interns to replace the messenger widget with a custom-coded button that redirected to Symph's FB messenger, resulting in a 80% improvement in page speed as measured by pagespeedinsights

I was also the recipient of the SymphOScars award three months into my internship, recognizing my leadership, initiative, and ambition.

Pixsell PH

Director of Sales And Business Development

March 2022 - June 2022 (4 months)

Cebu, Central Visayas, Philippines

As the Director of Sales and Business Development, I led a team of nine in successfully selling three phones worth PHP 114,000.00. I identified a supply-and-demand problem for Google's phones (Google Pixel) in the Philippines and started a fully digital reselling business in partnership with Xooglers and an installment solution startup. This business, called Pixsell, was founded for an entrepreneurship class.

Some of my key responsibilities included overall team management, branding, web design and development of the landing page, social media management, partnering with external businesses, planning and executing marketing ideas, and running ad campaigns. My efforts in leading the team and identifying a new business opportunity resulted in me receiving the highest grades for my Entrepreneurship class.

Arde

10 months

Product Design Consultant

September 2021 - April 2022 (8 months)

Cebu, Central Visayas, Philippines

After being offered a full-time position at Symph, I moved to be the product design consultant of the company. As a Product Design Consultant, I have provided design reviews and feedback for various apps in development. Some of the notable projects I have worked on include:

- Veripol: Grand Champion of the 2022 Google Developer Students Club - UP Dilliman Solutions Challenge

- Purchaseer & GrabDoc: Now part of Startup Island PH's 4th Cohort of startups

In this role, I have utilized my design expertise and experience to provide valuable insights and recommendations to ensure the success of these projects.

Cofounder, Chief Design Officer

July 2021 - September 2021 (3 months)

I joined my friends in launching their startup venture, TheoLearn, a theoretical driving course learning and examination app. As the Cofounder and Chief Design Officer, I was responsible for heavily designing and planning the app. Unfortunately, the project was discontinued because the government introduced similar services. Despite the outcome, this experience provided valuable insights and lessons in the startup world and allowed me to develop my skills in design and project planning.

One Gadget One Child

Creative Marketing Lead

June 2020 - March 2022 (1 year 10 months)

Cebu, Central Visayas, Philippines

Raised #148,851.26 and sent 126 gadgets to help families continue their children's distance learning during the pandemic.

I was the marketing creative lead of One Gadget One Child (1G1C), an initiative helping students transition to online distance learning. With a team of 24, we gathered 126 gadgets both new and pre-loved—repaired some if they were broken—then we sent them to screened recipients with the assistance of Bidlisiw Foundation, an NGO helping us screen recipients from cyber-terrorists. Apart from that, 1G1C also raised #148,851.26 and used the money to buy tablets to cater to more families in need.

Tabangay Ta

Full-stack Bubble.io Developer

December 2021 - January 2022 (2 months)

Cebu, Central Visayas, Philippines

Helped 6,601 victims locate essential resources while raising #340,900.00 after Super Typhoon Rai by co-developing Tabangay Ta.

I worked with 21 developers around the Philippines to improve the essentials-sharing with crowd-sourcing web app Tabangay Ta (TT). This was to rise from typhoon Rai, 2021's second-deadliest disaster. As 2nd-in-command, I delegated priority features to be shipped and offline versions to work on. From analytics, we have received 1,235 updates from the people.

I also helped the marketing team raise a total of #340,900.00 and donated 34 generators to 8 cities by managing the team's social media.

Resource locating website made (quickly) in response to Super typhoon Rai (Bagyong Odette). Helped thousands of Filipinos daily. Quickly learned Bubble.io and became the right-hand man of the only other Bubble developer, which is the founder himself.

- Proactively worked on requested features.
- Redesigned the user interface and simplified user experiences.
- Crafted a Twitter bot to go along with our Facebook bot to update those on free data based on the entries from our database.

CTOs Discuss

Creative Director

March 2021 - September 2021 (7 months)

I worked closely with the CTO of Symph and UBX to create the branding, marketing graphics, and edit tidbits for the episodes of CTOs Discuss, a live web series about business, tech, finance, and almost anything under the sun from the perspective of Chief Technology Officers. My efforts in this role contributed to the success of the series and helped to showcase the insights and experiences of Chief Technology Officers in a visually appealing and engaging manner.

Fascinating Features

Creative Marketing Specialist

June 2021 - August 2021 (3 months)

As the Creative Marketing Specialist for Fascinating Features, a website dedicated to telling stories of people who ought to be recognized and showcasing intimate, personal aspects of the human experience, I was responsible for creating the branding and marketing graphics/templates for the website. Some recent features on the website include notable celebrities and politicians. My efforts in this role helped to establish the visual identity of the website and contributed to its overall success in telling compelling stories and connecting with its audience.

Freelance

Freelance Designer

May 2020 - June 2021 (1 year 2 months)

Remote

As a Freelance Designer, I have taken on a variety of design projects, including designing and developing the frontend of an e-commerce site for The Atlantic Hardware, a hardware store based in Cebu, using Wordpress and Elementor.

I have also completed logo design and branding projects, photo manipulation, Instagram posts, resumes, and photography work. My diverse range of design skills and ability to deliver high-quality work have allowed me to effectively serve the needs of my clients and contribute to their success.

Marigondon National High School

Team Captain and Algorithm Engineer

August 2016 - November 2019 (3 years 4 months)

Lapu-Lapu, Central Visayas, Philippines

As the Team Captain and Algorithm Engineer for Marigondon National High School's robotics team, I played a key role in leading and guiding the team from zero knowledge and the bottom of the ranking list in 2016 to representing the Philippines at the World Robotics Olympiad 2019 in Hungary. As the team captain and programmer, I was responsible for learning the self-correcting of the P.I.D. control system algorithm and the mechanical use of Omni wheels, and for leading the team to success in national competitions.

This experience demonstrated my leadership abilities, problem-solving skills, and determination to succeed in the face of challenges.

Education

Minerva University

Bachelor of Science - BS, Computer Science · (September 2022 - April 2026)

Y Combinator

AI Startup School 2025 · (May 2025 - June 2025)

CodePath

TIP103 | Advanced Technical Interview Prep · (May 2024 - August 2024)

Sookmyung Women's University

Short-term Exchange Student Program · (September 2023 - December 2023)

Science and Technology Education Center

Senior High School, Science, Technology, Engineering, and Mathematics -
Engineering (STEM) · (September 2020 - July 2022)