
Adrian Vaflor

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Education

UNIVERSITY OF THE PHILIPPINES - CEBU

2022 - Present

Third year BS Computer Science student.

Honors:

First year, Second Semester - College Scholar (absolute minimum weighted average of 1.75 or better)

Second year, First Semester - College Scholar (absolute minimum weighted average of 1.75 or better)

Second year, Second Semester - University Scholar (absolute minimum weighted average of 1.45 or better)

Third year, First Semester - University Scholar (absolute minimum weighted average of 1.45 or better)

Technical Skills

Languages: Python, C/C++, JavaScript, SQL, HTML/CSS

Frameworks/Tools: Flask, React Native (Expo), Git, Agile Methodologies, API Integration

Other: Algorithm Design, Data Structures, Programming Language Design, Full Stack Development

Programming Projects

Brainrot & Compiley Studio - Programming Language & IDE

GitHub link: <https://github.com/DaRainFlavor/CMSC-124-PL-Project>

Description:

An all-in-one IDE, compiler, and esoteric programming language — with syntax inspired by Gen Z and Gen Alpha slang. Built using Python, it features a Tkinter-based UI and uses MIPS Assembly for code translation. It also includes an AI-powered feature that lets users type or speak commands, instantly converting them into Brainrot code.

Role: Project lead / Primary developer

Inspectify - AI Home Assessment App (*In Progress, Private Repository*)

Demo Video: https://res.cloudinary.com/dqi7yzgm2/video/upload/v1745297501/inspectify_hu19a6

Description:

A mobile app that allows users to take or upload photos of their home to receive an assessment report with suggested maintenance tips, powered by Gemini's spatial understanding. It also features a disaster risk awareness tool and displays maps of nearby repair shops. The app is built with a React Native (Expo) frontend and a Flask-MySQL backend and is deployed using Railway and Cloudinary.

Role: Backend-focused with frontend integration and AI feature integration

Color Rush - Flood Fill Game with Solver

GitHub link: <https://github.com/DaRainFlavor/Color-Rush>

Description:

A flood-fill puzzle game developed in C++ with an SFML-based user interface, featuring a custom-designed n-depth search algorithm for the solver.

Role: Designer and developer

The Developer's Grimoire - Personal Portfolio Website

GitHub link: <https://darainflavor.github.io/portfolio/>

Description:

A grimoire-inspired digital showcase for projects and multimedia work. Made using HTML, CSS, and Javascript.

Role: Designer and developer

Creative Works

Music & Arts: Some music and digital artworks featured in my game projects are original compositions.

Link: <https://darainflavor.github.io/portfolio/>

Certifications

UPCSG Hackathon 2025 - Participant

GitHub link: <https://github.com/JATorres-zxc/rakk>

Description:

Participated in a 1-week Hackathon where we conceptualized and partially developed an app that uses Machine Learning to tell the best date and place to buy basic commodities. Developed using Vue.js frontend and Django for backend.

Role: Frontend

DICT Principles of Design Course – Completed

Description:

Learned art elements that make cover pages like in a website or in a book visually appealing.

Other Skills

Soft Skills: Leadership, Teamwork & Collaboration, Adaptability, Time Management, Problem Solving, Communication

Language: English, Cebuano, Tagalog