FRANZ KHYL M. ONG

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SKILLS

- Python
- HTML5
- CSS
- Javascript
- Boostrap
- React
- C++
- C#
- Microsoft & Google Office Suite
- Photo & Video Editing

EDUCATION

BS COMPUTER ENGINEERING

Pamantasan ng Lungsod ng Maynila **2019-2023**

DOST MERIT SCHOLAR

The Department of Science and Technology 2019-2023

STEM - TECHNOLOGY

Adamson University 2017-2019

EXPERIENCE

Content Creator | Nexxt Gaming Guild

February 2022 - June 2022

Managed and created WEB3-related content for an organization based in the Netherlands.

- Gained experience in a remote working environment with regular meetings and utilizing Google workspace and Notion.
- Learned communication and collaboration skills by working on projects with coworkers.
- Recorded & edited educational videos and wrote their scripts.
- Managed programs and organized data for events in the community.

PROJECTS

Microcontroller-Based Temperature and Humidity Predictive Monitoring System for Commercial Indoor Mushroom Farm

- Responsible for coding the front end of the website where a Figma design was used.
- Learned Bootstrap to help create the website's structure and used Javascript for various animations, interactivity, and features.

TruthSeeker.Al

- Project submission for Google Developer Student Club's Tara ML!
 competition for using machine learning to solve everyday problems.
- Used Passive-Aggressive Classifier and Logistic Regression machine learning models to create a program capable of labeling both English and Filipino news as real or fake.

CoinCNet: Coin Recognition System using Circular Hough Transform Masking and Convolutional Neural Network and Vision Transformers

- Used machine learning to identify and classify all Filipino coins in an image.
- Built a small dataset comprised of 244 unique images of Filipino coins and utilized image manipulation to produce 30,500 images for the dataset from 244 unique images.