

# Kenz Jehu C. Barina

jehu.barina02@gmail.com • +63.967.375.0865

## Education

### University of the Philippines

B.S. Computer Science 3.5/4.0

Cebu City, Philippines

Expected June 2025

- **Relevant Courseworks:** Computer Architecture, Data Analytics, Operating Systems, Data Structures and Algorithms, Software Engineering (Web development & Agile), Design and Implementation of Programming Languages

## Experience

### Folderly

Cebu City, Philippines

QA Tester & UI/UX Design

December 2023 - Present

- Developed and executed comprehensive testing protocols; **reduced software bugs by 25%**, leading to a significant uptick in user satisfaction and a **15% increase in positive reviews** within 3 months
- Directed the implementation of automated testing tools, leading to a substantial improvement in test coverage and a **40% reduction in manual testing**.
- Awarded among the **top 20 applicants** at AppCon 2023, an invitational application development contest with 222 teams from computer studies-related programs across various colleges and universities nationwide.

### Remotask (Freelance)

Cebu City, Philippines

AI Data Tester

October 2021 - July 2022

- Developed and improved annotation procedures and AI training strategies, greatly enhancing the accuracy and efficiency of machine learning models. This strategy improvement resulted in a significant **25% increase in model performance measures and greatly improved user engagement and satisfaction**.
- Implemented cutting-edge data verification approaches and automated tools to optimize the training process for neural networks. This approach resulted in a **15% decrease in error rates** and a faster deployment timeframe for AI projects, thus improving client operational efficiency.

## Projects

### Digital Streaming Platform (OXKBDF Gaming), Commission Project

May 2024 – May 2024

- **Designed an innovative pay-per-view website for one of NUSTAR's high-profile events**, featuring an intuitive and visually striking user interface with dynamic modals to enhance user interaction.
- **Executed comprehensive manual testing** to ensure flawless functionality, identifying and resolving potential issues to provide a seamless and robust user experience.
- **Performed rigorous stress testing** to validate the platform's scalability, successfully confirming its capability to support a high volume of simultaneous viewers without compromising performance.

### ARxplorer, Academic Project

February 2024 – June 2024

- **Engineered a comprehensive and functional prototype using Figma** for ARxplorer, establishing a foundational element for further development. My design seamlessly blends augmented reality with physical campus landmarks, offering novel solutions for enhancing navigational aids for new students, thereby significantly elevating the usability and real-world applicability of the system.
- **Conducted extensive manual testing** to ensure the seamless integration of augmented reality with physical campus landmarks.

### Intelligent Traffic Management System, Academic Project

October 2023 – February 2024

- **Created a thorough and operational prototype using Figma** for the Intelligent Traffic Management System, serving as a crucial basis for the project's advancement. The design I created accurately replicated real-time traffic situations, providing inventive solutions to traffic management difficulties, and greatly improving the project's practicality and potential for real-life execution.

### Integrated Development Environment Software, Academic Project

June 2023 - November 2023

- **Developed a sophisticated user interface** for the Integrated Development Environment Software, featuring advanced elements such as garbage collection, recursion, and customizable syntax. My design, which included intuitive parsing tree visualization, enhanced software functionality and boosted user efficiency by 70%, redefining standards in academic software development.
- Conducted comprehensive testing of the software's capabilities in a web environment to ensure robust performance and user experience.

## Leadership and Awards

### College Scholar, University of the Philippines Cebu

June 2021 – June 2023

- Consistently recognized as a **College Scholar** for maintaining high academic standards throughout the tenure.

### Senior High School Scholar's Association Officer, University of Cebu – Banilad Campus

June 2019 – November 2020

- Initiated and managed a series of enjoyable programs and rigorous academic challenges that enriched the scholarly community and fostered a dynamic environment for academic excellence and social interaction.

### UC Banilad SHS Full Scholar, University of Cebu – Banilad Campus

June 2019 – March 2021

- Awarded and sustained a Full Scholarship among an initial cohort of 250 students, distinguishing myself as one of the final 30 scholars by consistently exceeding academic expectations through the completion of the program.

## Skills

**Non - Technical Skills:** Very proficient in Figma prototyping, just started in Webflow, and good with Photoshop

**Languages:** English, Filipino (Native), Cebuano (Native)

**Interests:** Graphic Design, Cinematography, UI/UX Design, Testing, Photography