

KENNETH CARL ERICKO DAVID

davidkennethcarlericko@gmail.com | www.linkedin.com/in/kenneth-carl-ericko-david
kcerdavid.github.io/personal-portfolio/ | +639152836558 | <https://www.behance.net/kcerdavid>

INTERNSHIPS

UI Designer Intern, Pixel8 Web Solutions & Consultancy Inc.

Sep - Oct 2021

- Utilized Adobe XD in developing and testing mobile UIs
- Created and maintained a design system to ensure consistency and efficiency across all platforms.
- Developed UI designs for web, tablet, and mobile platforms.

Web Developer Intern, WSAP Internship

Aug - Sep 2022

- Developed responsive and user-friendly web interfaces using HTML, CSS, and JavaScript.
- Designed ERD for relational database and used MySQL in creating tables and relations.
- Used Github in managing version controls and collaborating with co-interns.
- Worked using PHP in creating dynamic pages and accessing database.

SKILLS

- ReactJS
- Tailwind CSS
- HTML
- JavaScript
- PHP
- MySQL
- Python
- Adobe XD
- Figma
- Illustrator
- Jquery

EDUCATION

BS Computer Engineering

Polytechnic University of the Philippines
Manila

2019 - 2023

STEM

AMA Computer College Binan
2017 - 2019

PROJECTS

Frontend Developer, Dulo (2d Platformer Game)

2020

- Utilized Unity Engine in creating multiple levels of the game
- Used C# in developing the interface of the game
- Used Illustrator in designing 2d sprites

UI Designer, Studify Mobile Quiz Application

2021

- Used Adobe XD as a tool in designing the UI of the mobile application
- Collaborate with the team in deciding the design of the mobile application
- Used Illustrator in designing images used in the application

UI Designer, Church Website

2022

- Collaborate with the developers and project manager on designing web pages of the website
- Used Adobe XD in designing each pages aligned to the design requirements by the client.

UI and React Developer, HAILS ASL learning web app

2022 - 2023

- Utilized python, and tensorflow library in training object detection models for detecting American Sign Language.
- Using Agile Methodology, worked with the team in developing React components.
- Used Github for version control and collaboration.

PUBLICATIONS AND ACHIEVEMENTS

Real-Time Littering Surveillance System Using Integrated Yolov7 and LSTM for Spatiotemporal Action Recognition and Object Detection

27th International Computer Science and Engineering Conference (ICSEC 2023) Presentor

Dean's Lister

SY. 2019 - 2020 First Semester

President's Lister

SY. 2020 - 2021 & 2022 - 2023