## JIMENA, MARC KYLE S.

Software Engineer Intern

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I am a young and aspiring college CS student undergraduate aiming to achieve expertise in the field of software engineering and development, learning hands-on experience in programming and software management alongside working peers and professionals. I am currently seeking an internship to apply and learn technical skills, applying it in real-world experiences.

#### PERSONAL INFORMATION

NICKNAME: Kyle

**BIRTHDAY:** May 23, 2004

BIRTHPLACE: Humay-Humay Rd., Pajo, Lapu-Lapu City, Cebu

AGE: 21
NATIONALITY: Filipino

**RELIGION:** Roman Catholic

CIVIL STATUS: Single

**FATHER'S NAME:** Marco Niño Jimena **MOTHER'S NAME:** Marlyn Jimena

## **PROJECTS**

# UCGATOR - Augmented Reality Navigation Application for UCLM - 2025 - Present

React Native, Expo, TypeScript, React.js, Express.js, MongoDB, Firebase, Node.js Frontend Developer and Backend Developer:

- Designed and implemented the general user interface (UI) of the mobile application, focusing on intuitive navigation and user experience.

## NLP Sentiment Analysis - Sentiment Polarity Prediction - 2024

Python, Google Collab, CNN NLP

Data Analyst and Training Data Collection:

 Collected, Cleaned, and annotated large datasets for training, ensuring highquality inputs for model training and evaluation  Analyzed dataset characteristics and identified relevant data features, improving model accuracy in proper sentiment classification

## **Appoint-ify: Teacher Appointment Scheduling System**

JavaScript, React, MySQL, Express.js

Frontend Developer:

 Designed and developed the main user interface (UI) of the web application, focusing on ease of use, accessibility, and overall satisfaction and user experience (UX) along with the implementation of responsive layouts and interactive components

### CMOSDinex - Kiosk Base Ordering System - 2023

C#, MySQL

Frontend Developer:

 Developed the user interface (UI) for a self-service kiosk ordering system, emphasizing simplicity and intuitive navigation for non-technical users and designed custom UI sprites that align with the branding and enhance visual engagement

#### **CERTIFICATION AND AWARDS**

- Consistent Dean's Lister in College University of Cebu Lapu-Lapu and Mandaue
- **Graduated with Honors** San Agustin National High School (2022)
- Grade 8, Grade 9, Grade 10 attained with Honors Certificate San Agustin National High School (2017-2019)
- The Resolution Project: Social Venture Challenge 2025 Semifinalist Harvard Social Venture Competition (2025)
- **Database Programming** Participated in a seminar workshop focused on database programming techniques (March 2025)
- Java Programming earned the Sololearn Course Certificate for Java Programming Proficiency (2021)

#### **EDUCATIONAL BACKGROUND**

**TERTIARY:** UNIVERSITY OF CEBU LAPU-LAPU AND MANDAUE

Bachelor of Science in Computer Science A.C. Cortes Avenue, Mandaue City, Cebu

2022 - Present

**SECONDARY:** SAN AGUSTIN NATIONAL HIGH SCHOOL (SENIOR)

Information Communication and Technology (ICT)

San Agustin, Sagbayan, Bohol

2020 - 2022

SAN AGUSTIN NATIONAL HIGH SCHOOL (JUNIOR)

San Agustin, Sagbayan, Bohol

2016 - 2020

PRIMARY: SAGBAYAN CENTRAL ELEMENTARY SCHOOL

Poblacion, Sagbayan, Bohol

2015 - 2016

BANKAL ELEMENTARY SCHOOL

Punta Rizal Street, Bankal, Lapu-Lapu City, Cebu

2013 - 2015

PUSOK ELEMENTARY SCHOOL Pusok, Lapu-Lapu City, Cebu

2010 - 2013

#### **SKILLS**

**Programming Languages:** C, C#, Python, Java, TypeScript, GDScript

Frameworks/Libraries: React Native, React.js, Node.js, Express

Tools: Visual Studio Code, Visual Studio, Figma, Canva, Godot Game Engine, Google

Collab

Database: Microsoft SQL Server, MySQL, MongoDB

Version Control: GitHub, Git