



RAINELYN SUNGAHID

BS Computer Engineering

Dedicated Computer Engineering student with hands-on experience in full-stack development, UI/UX design, and project management, complemented by a strong foundation in embedded systems, Arduino/ESP32 programming, and sensor integration. Passionate about leveraging technical skills to build and deploy innovative software-hardware solutions.

Skills

Programming Languages

- C, C++, JavaScript, C#, PHP, Python, HTML, CSS, Dart, TypeScript

Frameworks & Tools

- .NET, ReactJS, Firebase, Node.js, Next.js, Laravel, Tailwind CSS, MariaDB, MySQL, AutoCAD, Arduino IDE, Git, GitHub, Flutter

Software Development

- Object-Oriented Programming (OOP)
- Full Stack Development (Front-End & Back-End)
- UI/UX Design Fundamentals

Embedded Systems

- Basic Arduino and ESP32 Programming
- Sensor Integration & Circuit Design

Software Quality Testing

- Lighthouse (Performance Auditing)
- Manual Testing (Usability)
- Automated Testing with Python
- DevOps Bug Documentation

Soft Skills

- Problem-Solving & Critical Thinking
- Leadership & Team Collaboration

Networking

- Basic CISCO Systems

Work Experience

Jun
2025

Software Quality Tester

Arielus Software Inc.

-
Aug
2025

- Responsible for testing enterprise software by reviewing process flows, conducting manual and automated tests (including smoke and regression testing)
- Responsible for documenting bugs in DevOps and Excel

Education

2022

Bachelor of Science in Computer Engineering

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Cebu Institute of Technology - University

Present

- *DOST Scholar, Cebu City Scholar, Ancop Scholar*
- *GPA: 4.58 / 5.00 (1st year to 3rd year)*

2020

Science, Technology, Engineering and Mathematics

-

University of Cebu - Main Campus

2022

- *With Highest Honors, Academic Scholar*
- *GPA: 98.299*

Contact



+63 976 350 6685



rainelynsungahid@gmail.com



Sitio Lourdes, Cogon Pardo, Cebu City, Philippines, 6000

Websites, Portfolios, & Profiles



rainelynsungahid.vercel.app



<https://www.linkedin.com/in/rainelyn-sungahid-576813212/>



<https://github.com/RainelynSungahid>

Technical Focus

- Developing skills in full-stack development (Front-End & Back-End)
- Exploring embedded systems (Arduino, ESP32) and circuit design

Organizations

GDGOC CIT-U

Member 2024-Present

DOST SA CIT-U

- Member 2022-Present
- Creatives Committee Member 2024-2025

Honor Society CIT-U

Committee on Rules and Regulations

- Secretary of Attendance 2025-Present
- Email Administrator 2024-2025

ICPEP.SE CIT-U Chapter

- Member 2022-Present
- Secretary - Committee on External Affairs 2024-2025

Couples For Christ

- Youth For Christ Member 2016-Present
- Kids For Christ Member, ROCK Facilitator, & Chapter Head 2010-Present

Software Projects

Aug
2025
-
Present

Disease Surveillance Map (DISMAP)

Role: Full Stack Developer, Logo Designer
Technologies: HTML, JavaScript, Tailwind CSS, Laravel, MariaDB, Vite.js, Flutter (Dart)

- Partnered with team members to execute end-to-end development, contributing equally to both the front-end user interface and back-end logic and API design.
- Actively built and implemented new features in collaboration with the team, ensuring the continuous improvement and evolution of the platform to meet user needs and expectations.
- Designed the official DisMap brand logo, contributing a key element to the project's visual identity and overall branding strategy.

Feb
2025
-
May
2025

FurWell

Role: Full Stack Developer, Logo Designer
Technologies: React.js, Firebase, Node.js

 <https://furwell.vercel.app>

- Contributed to the development of both the front-end and back-end, specifically implementing responsive designs to guarantee seamless cross-platform functionality.
- Designed the brand logo, contributing to the branding strategy.

Aug
2024
-
Dec
2024

SwiftSail Ferries

Role: Full Stack Developer, Logo & UI/UX Designer
Technologies: React.js, CSS, Firebase

 <https://swiftsail-ferries.vercel.app>

- Worked with groupmates to develop the SwiftSail Ferries website, taking responsibility for assigned full-stack tasks across the application.
- Designed the software logo, which helped establish the brand identity.

May
2024
-
Jul
2024

TeknoSpace

Role: Full Stack Developer (Frontend & UI/UX Focus)
Technologies: HTML, JavaScript, CSS, PHP

 <http://tekno.space.onlinewebshop.net/>

- Collaborating with the team on the ongoing development of the TeknoSpace platform, with a primary focus on frontend architecture, user interface design, and implementation.
- Collaborated on backend development using PHP, integrating with APIs and optimizing overall platform performance.

Feb
2024
-
Apr
2024

PrintHub

Role: Owner & Full Stack Developer
Technologies: C#, .NET, MS Access

- Led all aspects of development, including front-end and back-end architecture, API integration, and database design.
- Managed the overall project lifecycle from planning to deployment.
- Responsible for project deployment, maintenance, and feature updates.

Hardware Projects

Feb
2025
-
April
2025

Touchless Water Tap

- Configured the circuit, ensuring proper wiring and component integration.
- Conducted thorough testing to identify and resolve hardware-software integration issues.
- Collaborated with team members to refine the design for improved water flow efficiency.

Aug
2024
-
Dec
2024

Arduino Garbage Separator (AGATOR)

- Assisted in designing the system, contributing to the initial concept and structural layout.
- Helped with circuit formation, soldering components and troubleshooting connectivity problems.
- Presented the project outcomes to stakeholders, highlighting the system's effectiveness in waste management.