
















Personal details

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-  **Date of birth**
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Programming Languages

-  Python
-  Java
-  HTML
-  Ruby
-  Sinatra

Skills

- Software Development
- Object-Oriented Programming (OOP)
- Time Management
- Teamwork
- Problem Solving
- Adaptation

I am a current Computer Science student with a passion for programming and developing solutions to real-life challenges. During my year at University, I have developed a foundation in key areas such as Algorithms and Software Development, and resolve to deepen my understanding in these subjects further. I thrive in collaborative environments, working well in teams, and have actively contributed to several projects leading to multiple firsts. Currently I am focussed on deepening my understanding in AI specifically reinforcement learning. I look forward to contributing to innovative projects in a dynamic and collaborative environment.

Technical skills

Web Technologies: HTML, CSS, JavaScript
Programming Languages: Python, Java, Ruby, Sinatra
Database: MySQL
Version Control: Git
Operating Systems: Windows
Software Development Tools: IntelliJ, Eclipse, Visual Studio Code

Work experience

Social Secretary For Filipino Society - University Of Sheffield, 2024 - Current

Worked with a team of 10 committee members to plan and execute organised social events, creating a sense of community among members. Collaborated closely with local businesses and other societies to improve social relations and enhancing the societies presence within Sheffield.

- Managed event promotions, outreach, and member engagement across various social media platforms, achieving a 15% increase across platforms.
- Played a key role in enhancing the society's presence on campus by planning cultural celebrations, social gatherings, and collaborative events with other student societies.
- Strengthened my organizational, communication, and leadership skills through active coordination of team efforts and event planning.
- Strengthened my Time Management skills in order to balance out my school work with my responsibilities as Social Secretary

Global Engineering Challenge Week - University Of Sheffield, EWB Engineering for People Design Challenge, 2024 - 2024

Led a multidisciplinary team of six members to develop a solution, addressing deforestation in the Pu Ngaol region, utilizing sound sensors to detect illegal logging activity. This helped me gain valuable real-world experience in project management and cross-functional collaboration, offering a preview of the dynamics and challenges faced in the industry.

- Collaborated effectively with team members from various STEM fields, providing constructive feedback and refining the project through collaborative efforts.
- Strengthened my teamwork, communication, and leadership abilities, ensuring seamless coordination and shared accountability throughout the project.
- Improved my public speaking skills, ensuring smooth communication between my colleagues during the project.

Fujitsu WorkX Virtual Experience Program - Birmingham, Hybrid, UK, 2022 - 2022

For a week, I completed varied tasks given in order to simulate real life work scenarios including PowerPoints and research in technology. This helped strengthened my knowledge in certain practices like Cybersecurity and Quantum Computing.

- Effectively managed time to balance academic responsibilities with the demands of the program.
- Applied knowledge from different webinars by completing interactive exercises and quizzes

Education

Computer Science (Artificial Intelligence) with an Industrial Placement Year BSc, University Of Sheffield, UK, 2023 - Current

- First Year - First Class (76% Average)

Relevant Coursework:
- Spotify Chart/Dashboard (Java)

A Levels, Solihull Sixth Form College, UK, 2020-2022

- Grade: A* in Computer Science
A in Math and a D* in IT

Projects

Story Sharing Platform | Ruby, Sinatra, HTML, CSS, SQLite3

- Worked on the Front-end and Back-end of a **web application** allowing users to share and read stories, using **Ruby** with the **Sinatra framework**
- Used **SQLite** for **database management**, handling user data, story content, and comments.
- Designed and implemented key features such as **user authentication**, **story submission**, and **commenting** using routes.

Aim Trainer | Unity, C#, MySQL, PHP

- **Developed a 3D aim training game** using **Unity** and **C#**, designed to improve players' accuracy and reaction time through interactive, point-based tasks
- **Created 3D models** for in-game objects that players interact with to accumulate points, improving gameplay engagement.
- **Engineered the backend** using **PHP** and **MySQL** to handle user authentication and log **player performance data**, such as login information and game results.
- Stored **end game results** in a **MySQL database**, utilizing this data to provide personalized training recommendations aimed at improving player performance.

Certifications

Certificate from the Fujitsu Virtual Work ExperienceCertificate ID - 9qftzj9el6