Sealtiel Dy

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PROFILE	Highly motivated individual with a strong passion for the intersection of design and technology, with a keen interest in UI/UX research and design. Proficient in utilizing tools such as Figma to create intuitive and visually appealing user interfaces. Actively pursuing opportunities to contribute creativity, technical skills, and a strong understanding of user-centric design principles to innovative projects.

EDUCATION

2021 — Present
Bachelor of Science in Computer Science Major in Software Technology, De La Salle University
- 1st Honor Dean's Lister Awardee (CGPA: 3.723/4.00)

2019 — 2021
Senior High School – STEM, St. Stephen's High School
- Graduated with High Honors

2007 — 2019
St. Stephen's High School
- Academic Excellence Awardee

WORK AND ORGANIZATIONAL EXPERIENCE

Sep 2021 – Present
Microsoft Student Community – Externals Committee Executive
- Managed partnerships with internal and external organizations and designed multimedia materials to promote organizational reach through external partners.
- Obtained three externals and internal partnerships for the organization and increased organizational exposure through social media and external publication postings.

Feb 2023 – Dec 2023
CATCH2T25 Batch Government – Research and Academic Affairs Executive
- Led and managed all logistical and external-related processes for a college-wide event.
- Involved a target of 500 undergraduate students to learn the fundamentals of a software development tool from an industry professional.

Sep 2023 – Present
Association for Computing Machinery – De La Salle University Chapter – Member
- Engaged in various research seminars from computing researchers in reputable international universities on new innovations and areas of ethical concern.
- Enhanced technical knowledge on effective design practices and user experience through discussions from various industry professionals.

Nov 2023 – Present
Center for Complexity and Emerging Technologies – Research Member
- Involved in discussions involving emergent phenomena in real-life systems sociotechnical systems, and human-computer interactions.
- Engaged in various workshops involving fundamentals in data processing, data science and machine learning.

Other Affiliations
Member – Google Student Developer Clubs DLSU 2021 – 2022
Member – Robotics Team SSHS 2019 – 2021

PROJECTS

Gawad Kalinga
- Worked with a team composed of 7 members to develop a web application that is used to track volunteer attendance.
- Designed the front end of the web application using Figma, C# ASP.NET, Scrum and Agile methodologies.

Cycling Navigation App
- Spearheaded the entire design process for the cycling navigation application that serves as a social media and route navigation platform for cyclists in Metro Manila.
- Designed the user interface using Figma while implementing UI/UX research methodologies to cater to the needs and preferences of the target population.

SKILLS	C, Python, Java, Ruby, SQL, HTML, CSS, JavaScript, Lua, Figma	**COMPETITIONS**	Top 1 – PSHS Samsung Interschool IT Challenge 2019