

Siegfred Lorelle Mina

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EDUCATION

Polytechnic University of the Philippines – Manila

Expected Graduation: July 2025

BS in Computer Engineering specializing in Artificial Intelligence & Machine Learning

EXPERIENCE

Deep Computer Vision Intern | Remote

Sep 2023 – Nov 2023

Department of Science and Technology – Advance Science and Technology Institute

- Fine-tuned different convolutional neural network models (such as ResNet50, VGG16, MobileNet) to classify diseases from images of banana trees using TensorFlow with Keras API
- Preprocessed and split datasets into subsets and augmented images to prevent overfitting
- Collaborated with a team to develop a GUI-based Flask app as an image data asset management tool
- Integrated model to the GUI-based app to predict and classify images from an uploaded dataset

Back End Developer Intern | Onsite

Aug 2023 – Sep 2023

Marvill Web Development

- Created a full-stack library web application from scratch using Laravel framework and MySQL database
- Implemented authentication and account roles system
- Developed features such as borrow and return books, add stocks or new books, edit or delete books

Front End Developer Intern | Hybrid

Jul 2023 – Aug 2023

Polytechnic University of the Philippines – Manila

- Collaborated with a cross-functional team to develop an accreditation website from scratch
- Improved UX by analyzing user/client feedback and implementing a responsive design
- Spearheaded the deployment to a domain via cPanel and integrated repository for future updates

PROJECTS

(links may take a while to load due to free hosting services limitations)

Rubiks Solver Mobile App | [GitHub](#)

Cordova, JavaScript, ThreeJS, HTML, CSS

- Used Apache Cordova to wrap HTML, CSS, and JavaScript into an Android App
- Utilized ThreeJS to render a rotatable 3D Rubiks Cube to create a more intuitive interface
- Wrote color-assigning feature and cube-solving algorithms via client-side scripting

2D Endless Runner Game | [Game](#)

C#, Unity

- Developed a 2D endless runner game using Unity Game Engine (C#)
- Prioritized game experience by implementing game mechanics such as random powerups, dash, throw abilities, and randomized spawn rate that varies based on the current score

Project Compilation Website | [Website](#)

Python, Flask, SQLite, JavaScript, Bootstrap

- Developed a full-stack responsive website with an account authentication system
- Sample compiled projects are Scrabble scorer, voting simulation, image filtering, readability test, etc.

SKILLS

Languages: Python, JavaScript, SQL, C#, C, PHP, R

Others: Git, Unix, Docker, TensorFlow, Keras, Scikit-learn, Jupyter, NumPy, Pandas, Matplotlib, Flask, Tkinter, HTML, CSS, Laravel, Bootstrap, ReactJS, ThreeJS, NodeJS, Unity, Cordova

AWARDS & ORGANIZATIONS

([Verify Certificates Here](#))

Awards: Top 5 across 1st Year in College of Engineering, Top 2 across 1st Year in Computer Engineering

Organizations: AI/ML Subject Matter Expert at Google Developer Student Club – PUP,
ML/AI Member at Amazon Web Services (AWS) Cloud – PUP