

XYPHER KELLY D. BUMATAY

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Visit **[Portfolio](#)**

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WORK/SKILL SUMMARY

Project Management and Analyst Experience: Led numerous research and leadership projects, from website creation, mobile application development, information and management analysis, audience broadcasting, and hosting presentation talks.

Front-End Developer and UX/UI Designer: Experience in creating and designing resources for website and mobile applications or platforms, also delved on game creation, technical production of media, and advanced knowledge on Microsoft-based applications.

Embedded Software and Electronics Engineer: Worked on network systems, electronic integrations, and microcontroller/microprocessor usage for IoT on both software and hardware projects.

Programming Languages: C#, C++, Assembly, HTML, CSS, Python, SQL, Java

Development Tools: Visual Studio Code, Android Studio, Unreal Engine, PyCharm, Figma

Hardware: Arduino Uno Hardware and IDE, Raspberry Pi 4 Hardware and IDE

Platforms: Windows, Microsoft Office, Google Workspace, Salesforce

Multimedia Tools: Adobe Creative Cloud, Autodesk AutoCAD, Audacity, Canva

WORK EXPERIENCE

Technical Committee & Subordinate in Research and Development Intern

March-July 2024

Polytechnic University of the Philippines – College of Engineering

(ACCESS - Association of Concerned Computer Engineering Students for Service)

Anonas, Sta. Mesa, Maynila, Kalakhang Maynila

- Collaborated and spearheaded with technical teams in handling problems and requests of students on systems, media designs, event supervisory and maintaining software and hardware tools;
- Coordinated with R&D team and administered data and information for formal documents of departmental approvals, reports, and projects.

UX/UI Designer and Analyst Intern

Aug-Oct 2023

Department of Science and Technology – Science Education Institute

(LODI - League of Developers Initiative)

General Santos Avenue, Bicutan, Taguig City

- Built and designed UI/UX resources for front-end usage of database platforms;
- Outlined and organized website and mobile-based database platforms with a team through Figma;
- Produced, edited, and presented logo designs, video promotions, and 3D visualizations of various media with the team;

IT Researcher Intern

Aug-Oct 2022

Verafede Inc

128C Pioneer St., Mandaluyong

- Played an integral part of research information and documentary analysis for the possible use of electronic signatures (E-signatures) for the company;
 - Presented and interpolated research results through the audiences of the team leader and head director;
 - Supervised and managed virtual meetings for the company and with respective partner companies;
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PROJECTS ([links in Portfolio](#))

Multi-Grain Rice Dispensing Machine with SMS and Payment System – (*Prototype Machine*) 2023~2024

- Thesis Leader, Project Manager, and Development Operations for software and hardware in creating a prototype machine for dispensing multiple varieties of rice grains with SMS and payment integrations.

Workada – (*Application*) 2023~2024

- Worked as Front-end Developer, Documentation Researcher, and Lead Presenter of an all-in-one app that provides task organization, calendar and alert reminders, note diary, and budget tracking.

Audit and Management Dashboard System – (*UI/UX Design Dashboard*) 2023

- Made various UI/UX designs and resources for an Audit Management System dashboard, also created logo designs and promotional video outputs.

Lakbayin Inc. – (*Website*) 2022

- Research Analyst, Documentation, and Front-end Designer for a Promotional website that highlights different provinces from Luzon.

Upper Playground – (*Video Game*) 2022

- Lead Developer, Designer and Voice Actor for a short visual novel-point and click game that showcases a cybersecurity concept story.

Awake – (*Short Film*) 2023

- Lead Director and Film Editor for a non-profit short film regarding a story on mental health and global issues.

ACCREDITATION / SCHOLARSHIP

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| ▪ DOST-SEI (RA 7687) Undergraduate Scholarship | 2020 – 2024 |
| ▪ PMI: Basics of Scrum | October 2024 |
| ▪ CISCO (CCNA): Introduction to Networks | March 2023 |
| ▪ TESDA NCII Animation and Design | December 2019 |

EDUCATION

BSc Computer Engineering (*major in System Development*)

2020-2024

Polytechnic University of the Philippines - Manila

Coursework: *Data Analysis, Embedded Systems, Fundamentals of Electrical Circuits/Electronics, Game Development, Mobile and Web Development, Programming and OOP, System Administration and Development*

Achievements/Responsibilities:

- **Leadership Nominee “Tanglaw ng Iskolar” Award:** *College of Engineering Honors’ Society, A.Y. 2024*
- **Subordinate of the Vice President for Research and Development:** *ACCESS, A.Y. 2023-2024*
- **Podcast Host:** *ACCESS TV, A.Y. 2024*
- **Junior Officer for Academics Committee:** *ACCESS, A.Y. 2023-2024*
- **Junior Officer for Technical Committee:** *ACCESS, A.Y. 2023-2024*
- **Technical Committee:** *PUP Association of DOST Scholars (PUP-ADS), A.Y. 2022-2023*
- **Radio Broadcaster:** *THE NUCLEUS. Regional Schools Press Conference, A.Y. 2020*
- **TV Broadcaster:** *THE NUCLEUS. Regional Schools Press Conference, A.Y. 2019*