

Adelen Victoria Po Festin

Block 6 Lot 12 Emerson Subdivision, Saog, Marilao, Bulacan, Philippines
09062919902 festinadelen@gmail.com

EDUCATION

College of Engineering, University of the Philippines-Diliman
BS Computer Science

2010-Present

Expected Year of Graduation: April 2014

AY 2010-2011 1st Semester: University Scholar: 1.1765

AY 2010-2011 2nd Semester: University Scholar: 1.0441

AY 2011-2012 1st Semester: University Scholar: 1.1184

AY 2011-2012 2nd Semester: University Scholar: 1.1053

AY 2012-2013 1st Semester: University Scholar: 1.0526

AY 2012-2013 2nd Semester: University Scholar: 1.0526

St. Paul College of Bocaue

2006-2010

Highschool: Batch Valedictorian

Consistent Top 1.

Writer to the Paulinian Prism, the school's official organ.

Member of the school's official team to several contests:

- a) MTAP Math Contests -- Top 10 awardee. (2nd Year to 4th Year)
- b) EDDIS Presscon – Sports Writer, 3rd Place (3rd Year to 4th Year)
- c) National Paulinian Science Congresses (Top 3 Overall for Quiz Bee)
- d) Paulinian Math Congress.

Class President (2nd Year) Class Academic Chairman (3rd Year)

Member of Salamin ng Lahi Dance Troupe, Teatro Paulenyo, SPCB Varsity Pep Squad.

St. Paul College of Bocaue

1999-2006

Preschool and Gradeschool : Batch Salutatorian

SKILLS

Programming:

- Knowledgeable in C, Java, Python, Assembly and Visual Basic.
- Has experience working with PHP and with the CodeIgniter and Bootstrap framework.
- Knows Javascript, HTML, and Ajax.
- Has worked with MySQL and PostgreSQL.
- Has made a project with Unity and developed in Android.
- Familiar with using Scilab.
- Knows how to typescript in Latex.
- Agile Development – Scrum.

Language:

- Is proficient in English and Filipino.
- Understands Bisaya and Romblomanon.
- Chinese (Beginner)

WORK-RELATED EXPERIENCE

Part-time Developer - UP Diliman Computerized Registration System (CRS)

March 2012–Present

- Develops modules for the CRS, assists in registration activities

Student Assistant - DOST LEAP Project

November 2012–Present

- Tasked to filter database speech input and test the main application.

Intern - UP Diliman Computerized Registration System (CRS)

April 2013–May 2013

Major School Projects

31-Wonderful

- A C-based game played with a deck of cards on a table and is won by having a row or column summing up to thirty one.

Infinite calendar

- A C-based program that outputs the calendar of the inputted month and year.

ATM simulation

- A Java program simulating the workings of an Automated Teller Machine.

Adder circuit

- Circuit elements soldered onto a PC board and had adder functionality.

Event scheduler

- A C based program that schedules events using the least time slots possible.

Sheepy Race

- A Java game that utilized parsing and multiplayer functionality.

Mummy maze

- A C based game that solves the Mummy Maze game. Given the different positions and behavior of the board elements, this program solves the way out.

ReservEasy

- A database class project that allows users to have an item up for reservation and reserve other items. Users can also join groups and send messages to one another. This uses MySQL, PHP, HTML and JavaScript.

DCS Research Portal

- A software engineering project that allows faculty and students to submit their research proposals, allows a panel of judges to rate a proposal – to accept or reject it, and also allows the general public to view the proposals approved.

Othello AI

- This is a python program for our Artificial Intelligence class. It is a one-player Othello game. The program's AI was given emphasis. It uses different techniques to compute the best move and possibly predict the game's outcome given the present conditions.

UP DCS Student profiler

- This is a project for our software engineering class. It allows users to get the course statistics of the different courses offered by the department, the ranking of the students and ineligibilities that they have incurred for a given sem.

Handwritten Number Recognizer

- A python program that utilizes neural networks to recognize handwritten numbers.

FoodFight

- A java multiplayer networked game whose main goal is to hit your opponent many times until he loses life. First player who gets to do that wins. This project won as one of the best machine projects for that semester.

RSA and AES

- A program for our Security class. We were tasked to implement the RSA and AES algorithms individually using C.

Affiliations

UP Association for Computing Machinery (UP ACM) | Member

2011–Present

- As **Y4IT 2011 volunteer**, assisted during the event. And provided any technical support needed.
- As **Y4IT 2012 volunteer**, assisted during the event. Helped out in the ACM booth for the sale of shirts.
- As **ACM International Coding Competition Asia (ICPC) 2011 volunteer**, arranged the materials such as handouts, kits and IDs for the participants.
- As part of the **ACM Floorball team** in the **Inter-Org Floorball Competition**, where we won 4th Place over all.
- As **Externals committee member** (2011-2013)

- As **Vice-Head of Records** for Academic Year 2013-2014

UP Dedicated Computer Science Students (UPDCSS) | Member

2012–Present

- As part of the **UP Department of Computer Science Graduation Dinner Team 2012** (April 2012)
 - We arranged the graduation dinner for the graduating class of 2012, was in charge of advertisements and collecting faculty's messages to students.
- As the **Overall Logistics Committee Head** of the **CS Week Steering Committee** (January 2013 – February 2013)
 - In charge of the Logistics committee in providing the venues and equipment needed for every event during the Computer Science Week
- As the **Records Head** of the **CS Student Teacher Dialogue 2013 Steering Committee** (January 2013)
 - In charge of collecting questions and topics to be discussed during the dialogue. And also document the event and all answers and explanations that will be made during the event.
- As a **Mentor** in the **UP Department of Computer Science Mentorship Program** (July 2012 – Present)
 - Tutored Math and Computer Science subjects to 7 sophomore students.
- As part of the **UP Department of Computer Science Graduation Dinner Team 2013** (April 2013)
 - Being a member of the logistics committee, I took charge of the venue and materials that may be needed.

UP Kasimanwa | Member

2012–Present

- A provincial organization for Romblomanons.

DCS CWTS Computer Literacy Mentorship Program | Mentor

June 2011 – March 2012

- As part of our CWTS program, we conducted a 2 month long program for UP staff and employees. This program teaches participants on how to use a computer effectively. Also contributed to the handouts and lecture slides for the event.
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Game ON! 2012 | Participant and Prefinalist

November 2012 – December 2012

- This is an annual game development competition in the Philippines that spanned for a month. There were weekly meetings and consultation with the organizers' provided mentors. Our team developed our game 'Daryooo' with Unity and Android.

26th Annual Stat-Is-Eeks Inter-University Statistics Quiz Show | Top 9 Overall

November 2012

- This is an inter-university competition that was joined by many different universities in the Philippines. In the elimination round, participants are screened individually with a written exam. Qualification to the final round is determined by the sum of the individual team members' score. The final round was a quiz bee as a team.