

PRINCESS MAE B. PARAGES

BACHELOR OF SCIENCE IN COMPUTER SCIENCE - 3RD YEAR

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Aspiring Computer Science student with a passion for web and mobile development, seeking an internship to apply and grow my skills in full-stack development, UI/UX design, and software engineering in a collaborative and innovation-driven environment.

EDUCATION & HONORS

Bachelor of Science in Computer Science

University of the Philippines Cebu

College & University Scholar (2022 - Present)

Junior High School

Minglanilla Science High School

Consistent With Honors (2016 – 2020)

Senior High School (HUMSS)

University of Cebu Main

With High Honors (2020 - 2022)

Elementary

Minglanilla Central School

2010 - 2026

TECHNICAL SKILLS

Programming & Development: HTML/CSS, JavaScript, SQL, MERN Stack, Python (Pandas, NumPy), C/C++

UI/UX & Design: Figma, Canva, Responsive Web Design

Other Skills: Basic Machine Learning, Natural Language Processing (NLP), IoT, Robotics, Unit Testing, Debugging

Tools: Git, VS Code, Microsoft Excel, Microsoft Office Suite

Interests: Web and Mobile Development, UI/UX Design, Full-Stack Development, Software Engineering, Artificial Intelligence, Natural Language Processing, Internet of Things, Robotics, Project Management

SOFT SKILLS

- Communication & Team Collaboration
- Initiative & Flexibility
- Time Management & Organization
- Public Relations and Social Engagement

PROJECTS

Honey OS

A simple operating system simulation built using HTML, CSS, and JavaScript. Features a visual memory manager, task scheduler, and notepad to help users understand OS concepts interactively. Enhanced user experience, visual consistency, and interface logic.

Role: UI/UX Contributor, Documentation Lead

SPORTAL

A centralized platform for organizing sports tournaments. Includes athlete registration, bracket creation, scheduling, and role-based access for organizers and participants. Built using HTML/CSS/JavaScript with SQL integration.

Role: Project Manager, Coordinator, Developer

TyperJaws

A Java-based educational typing game inspired by Typer Shark. Implements Deterministic Finite Automaton (DFA) concepts to validate user input and reinforce automata theory.

Role: Game Developer, Logic Integrator

Library Management System

A multi-featured CRUD application created using SQL and PHP to manage users, book records, and borrowing transactions. Supports user roles and search/filter functions.

Role: System Developer

Wish 107.5 Robot Vehicle

A line-following robot inspired by the Wish 107.5 Bus. Uses IR sensors and digital logic gates for path detection. Designed and assembled both the circuit and physical build.

Role: Hardware Lead, Logic Designer

UPokemon Game

A console-based turn-based battle game in C/C++. Includes custom character logic, save/load functionality, and battle simulation with file I/O management.

Role: C/C++ Programmer

Cyber Command: Mainframe Battle

A strategy board game developed in Flutter based on Game of the Generals. Features both PvP and AI modes. Contributed to interface layout, testing, and user feedback improvements.

Role: Flutter Developer, Game Tester

EXPERIENCE

Scholars Technopreneurship Training Program – Region 7

Department of Science and Technology (DOST)

Participated in technopreneurship bootcamps on startup ideation, business modeling, and pitching.

Academic Projects & Workshops

Actively contributed to multiple course-based group projects as team leader, UI/UX designer, and presenter. Presented final outputs in technical defenses and peer-reviewed sessions.

REFERENCES

Karl Lyle Noel

Instructor, University of the Philippines Cebu

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Erik John Alicaya

Instructor, University of the Philippines Cebu

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