

Daniella Limbag

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Summary

A student taking BS in Computer Science major in Software Technology with research interests that intersect between emerging technologies, human-computer interaction, data science, and AI development. Passionate about exploring innovative technologies, developing data science projects, investigating AI-driven solutions to solve real-world problems.

Education

De La Salle University

B.S. IN COMPUTER SCIENCE MAJOR IN SOFTWARE TECHNOLOGY

Taft Ave., Malate, Manila

Sep. 2022 - PRESENT

The Nazareth School of Lipa City, Inc.

HIGH SCHOOL & SENIOR HIGH SCHOOL

Brgy. Dagatan, Lipa City, Batangas

August 2016 - May 2022

Projects

MARS Group of Salons Company Website

CSSWENG

May. 2024 - PRESENT

- Revamping website for DOT ZERO Hair Salon and the MARS Group of Salons.
- Developed high-fidelity prototype website design on Figma
- Implementing backend using JavaScript and Handlebars.js.
- Participating in SCRUM meetings to coordinate tasks, track progress, and ensure timely project delivery.

Chess Dataset Case Study

CSMODEL

May. 2024 - PRESENT

- Conducting a case study on a Kaggle chess openings dataset through analyzing and modeling data.
- Applying data modeling techniques and statistical inference methods for chess game outcome prediction.
- Developing a Jupyter Notebook containing a detailed report of the entire process.

File Exchange System

CSNETWK

May. 2024

- Developed a server and client application in python.
- Implemented input commands and features such as handle connections, store and fetch files, manage directory lists, and chatting.
- Designed and implemented GUI using Figma and Tkinter.

Kietchup - Restaurant Review Website

CCAPDEV

Jan. 2024 - Apr. 2024

- Developed a restaurant review web service using Next.js for enhanced performance and server-side rendering capabilities.
- Implemented a user-friendly interface with React components and styled with Tailwind CSS
- Utilized MongoDB Atlas for efficient data storage and management of restaurant reviews and user information.

Weekly Payroll System

CSADPRG

Nov. 2023

- Developed Kotlin program capable of calculating weekly and monthly salaries of employees
- Implemented core salary calculation algorithms and logic to accurately compute monthly earnings.

Food Expo Database App

CCINFOM

Oct. 2023 - Nov. 2023

- Developed a database application for managing the Food Expo, integrating SQL for data storage and retrieval.
- Designed and implemented core data records to store food expo information.
- Implemented functions to generate reports of sales/profits made by vendors and food trends based on sales data.

Fetal Health Classification Machine Learning

CSINTSY

Nov. 2023

- Conducted a comparative analysis of two machine learning models for the classification task of fetal health using a dataset of CTGexams.
- Explored the performance of the chosen machine learning models in predicting fetal health states, focusing on model accuracy, precision, recall, and F1-score metrics.

Family Tree ChatBot

CSINTSY

Oct. 2023 - Nov. 2023

- Developed a chat application in Python3 that demonstrates an intelligent understanding of input family relationships through a TUI.
- Utilized Prolog’s logic programming paradigm to represent and manipulate family relationships.

SokoBot

CSINTSY

Sep. 2023 - Oct. 2023

- Developed a Java program capable of solving Sokoban puzzles using the A* search algorithm.
- Implemented a state-based model and informed search strategy to efficiently navigate the puzzle space and find optimal solutions.
- Successful performance across various Sokoban puzzle configurations and difficulty levels.

Vending Machine Simulator

CSPROG3

Jun. 2023 - Jul. 2023

- Developed a Java program on IntelliJ IDEA to simulate a vending machine.
- Implemented features for selecting products, processing payments, and dispensing items, providing a realistic and interactive vending experience for users.
- Designed and developed GUI using JavaFX and Scenebuilder.

Shopping App

CCPROG2

Feb. 2023 - Apr. 2023

- Developed a C program that facilitates the buying and selling of items with a text user interface.

Mega Mastermind

CCPROG1

Oct. 2022 - Nov. 2022

- Developed a text-based version of the code-breaking game "Mastermind" in C.

Extracurricular Activities

SDFO Paragons (Student Discipline Formation Office)

De La Salle University

DOCUMENTATIONS MEMBER

Feb. 2024 - PRESENT

- Document every activity of the organization such as meetings, training, and workshops.
- Collect and prepare documents and ensure compliance with proper documentation.
- Assist in university events, activities, and processes managed by the SDFO.

Yearbook Editorial Committee

The Nazareth School

LAYOUT & DESIGN COMMITTEE HEAD

Dec. 2021 - May. 2022

- Establish a cohesive visual theme and manage the production of layouts for individual pages and the yearbook cover.
- Coordinate with other committee heads and members to integrate content, themes, and design elements.
- Oversee the final compilation and preparation of the yearbook for printing.

Chess Club

The Nazareth School

MEMBER

Sep. 2018 - Jun. 2021

- Participate in regional and national-level chess competitions.
- Train other chess club members.
- Assist in chess-related school events.

Math Club

The Nazareth School

MEMBER

Sep. 2017 - Jun. 2021

- Represent the school in interschool math competitions and quiz bees.