

A strongly motivated individual experienced in developing applications, collaborating with teams, and committed to delivering scalable software solutions with the user experience in mind.

Education

<b>De La Salle University – Manila</b> <i>Bachelor of Science in Computer Science, Major in Software Technology</i>	2019 – 2024 Malate, Manila, Metro Manila
<b>Jubilee Christian Academy</b> <i>STEM, Specialization in Information and Communications Technology</i>	2017 – 2019 Cubao, Quezon City, Metro Manila

Work Experience

<b>DLSU AdRIC - TE3D House, DLSU Manila</b> <i>Full-Stack Web Developer</i> > Working on the development, testing, and deployment of a trained automatic speech recognition system for a health chatbot.	September 2023 – present Malate, Manila, Metro Manila
<b>The LaSallian, DLSU Manila</b> <i>Menagerie Section Staffer</i> > Involved in the storyboarding and writing of feature and coverage articles about arts, culture, and socio-political topics.	August 2021 – present Malate, Manila, Metro Manila
<b>Department of Public Works and Highways - Region IV-B</b> <i>Networking Office Intern</i> > Provided assistance and troubleshooting for multimedia setups and handled office paperwork.	April 2019 Pinyahan, Quezon City, Metro Manila
<b>Batch 2019 Graduation Project, Jubilee Christian Academy</b> <i>Technical Committee Member</i> > Created the event backdrop, participated in ocular visits, and staffed the audio-visual equipment during the event proper	August 2018 – May 2019 Cubao, Quezon City, Metro Manila

Projects

<b>FilBis</b> HTML, CSS, JS, Kaldi, Python, FastAPI, Web Audio, Linux > Ongoing development of a multilingual health assessment chatbot with a Kaldi-based ASR system.	September 2023 – present
<b>CentralandPH</b> HTML, CSS, JS, React Native, Web Design, UX > Contributed to the development of a consolidated e-commerce web prototype.	May 2023 – August 2023
<b>The LaSallian De La Salle Brothers Special</b> HTML, CSS, PHP, JS, Web Design, UX > Developed a special website featuring the De La Salle Brothers in the Philippines.	March – April 2023
<b>Histohance image enhancer</b> Python, Flask, Computer Vision, UX > Developed the Flask frontend of a web app that performs histogram equalization image enhancement.	June – July 2022
<b>Tetris</b> Java, Game Design, UX > Worked on the user interface and frontend of a Tetris mobile game for the Android platform.	July – Sept 2021
<b>Cobalt Valley Research Facility</b> Luau, Python, Game Design, Community Management, Agile, UX > Worked on the concept, world design, and scripting of a Roblox game with a remote team using informal agile project management. > Attained invaluable experience with gameplay and design mechanics, player retention, and world design factors.	May 2015 – March 2022

Communication

English Native	Filipino Native	Chinese Elementary	Spanish Beginner
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Skills

<b>Frameworks</b>	NodeJS, jQuery, Spring, React Native, and Flask
<b>Programming Languages</b>	JavaScript, Python, Java, C, SQL, Luau
<b>Markup Languages</b>	HTML, CSS, Markdown, LaTeX, Wikipedia/MediaWiki
<b>Software Tools</b>	VSCode, IntelliJ IDEA, Android Studio, Roblox Studio, Jupyter, Colab, Figma, Overleaf, Diagrams.net
<b>Others</b>	Open-minded, team player, self-learner, passionate, and perseverant

Interests

Sentiment analysis, machine learning, UX design, information design, game design, sociology, maps, urban planning