KHRYSMA DEI CALDINA

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I am actively looking for an entry-level career as a recent graduate anxious to enter the workforce where I can put my present talents to use, continue to learn and improve, and contribute to a company's success. Finding a company that promotes professional growth and provides chances for me to hone my skills while having a significant effect is something I am enthusiastic about. I am committed to making a significant contribution to the collective progress of both myself and the firm I join by utilizing my academic background and desire for advancement.

EDUCATION

2019 – 2023   Bachelor's Degree (Information Technology), West Visayas State University College of Information Communication Technology

Graduated with Magna Cumlaude. Relevant coursework includes Methods of Research in Computing, Thesis Writing for IT 1 & 2 , Data Structures and Algorithms, and Computer Programming, among others.

2017-2019   Senior High School (TVL-Agri-Fishery Arts Strand- Animal Production), Buga National High School

Graduated with with High Honors.

2013-2017   JUNIOR HIGH SCHOOL, BUGA NATIONAL HIGH SCHOOL

Graduated with with Honors.

WORK EXPOSURE

FEBRUARY 1 — MAY 3 2023 (486 HOURS)

UI AND UX / GRAPHIC DESIGNER INTERN, MECS SOFTWARE SOLUTIONS

- Successfully completed the company web UI and stock graphics design and revisions requested by company manager, including the design and functionalities of entire website from scratch.
- Applied theoretical ideas in real-world scenarios, such as the design thinking and process of UI and UX (wireframing, prototyping and etc.), how to deal with clients and meet the desired deadlines.
- Used Figma, Adobe Photoshop & Illustrator to create prototypes and stock images, researched and meet with the clients to achieve user-end and customer needs and satisfaction. I've also used Jira and GitHub for the software development tracking.

SKILLS

- Microsoft Office
- UI/UX: Figma & Adobe XD (Basic).
- Software Development IDE: GitHub, VS Code, Android Studio.
- Graphic Design: Adobe Illustrator, Adobe Photoshop, Canva.
- Animation and Videos: Adobe After Effects, Adobe Premiere, Canva.
- Understanding of version control systems and platforms, including Git and GitHub.

FEATURED PROJECT

Inspestor Mobile Application (Undergraduate Thesis)

An innovative smartphone application that innovates insect identification and pest management is introduced in a remarkable thesis project. The app uses cutting-edge deep learning technology to let users easily snap photographs of insects, which results in immediate species classification and personalized pesticide recommendations depending on the identified species. This invention's foundation is a large collection of 24,000 photos that have been methodically divided into six different classifications. I expertly designed the user interface as the front-end developer, making use of Android Studio and Kotlin's capabilities. I skillfully customized and increased its functionality by building upon an already-existing GitHub codebase. These initiatives came together to produce a seamless user experience. Our success also includes being acknowledged for my project's nomination and triumph at the prestigious CICT department's research colloquia.