MARK JEROME P. DE CHAVEZ

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EDUCATION

UNIVERSITY OF THE EAST (UE) - CALOOCAN CAMPUS

Bachelor of Science in Computer Science

Caloocan, MM August 2022 - Present

Recognitions: University Scholar, College Scholar, Academic Awardee

Relevant Coursework: Data Science, Data Structures and Algorithm, Operating Systems, Software Engineering, UI/UX Research

ORGANIZATIONS

ASSOCIATION OF COMPUTER STUDIES AND STUDENTS (ACSS)

Caloocan, MM

Public Relations Officer

June 2023 – May 2024

- Managed the development of publication materials for ACSS accounts among nearly 1,600 followers across Facebook, Instagram, and Twitter platforms.
- Represented the Department of Computer Studies and Systems at UE's Senior High School Work Immersion Symposium to discuss career opportunities and preparations required for UE's Computer Science program to over 100 students.

GOOGLE DEVELOPER STUDENTS CLUB - UE CALOOCAN

Caloocan, MM

Bonafide Member

August 2022 – Present

Participated in InnOlympics 2024, which consisted of networking events, marketing lectures, and a hackathon that challenged participants to develop software solutions to promote the United Nations' 17 Sustainable Development Goals.

RESEARCH

GROWTH RATE MODEL OF DICT'S BUDGET APPROPRIATION

May 2024 - Present

Quantitative Analysis for the Department of Information and Communication's Technology's budget appropriation

- Led the statistical analysis of the research by conducting data cleaning, regression summary, forecast analysis, and growth rate analysis for the administrative bodies of DICT's budgetary forecasts.
- Currently directing the machine learning modeling phase of the data analysis, which concluded a 13.6% budgetary growth rate for the Commission on Information and Communications Technology based on early forecasting.

PROJECTS

PETER SCHEDULER May 2024

CPU Algorithm Calculator developed using the Flask web framework for Python programs

- Managed the development of the six CPU process scheduling algorithms featured on the website using the Python language and the establishment of the backend infrastructure by utilizing the Flask web framework.
- Collaborated with the lead frontend developer about the enhancement of the website's interface to optimize user experience.

LOKALISTA April 2024

Data Science project developed using the StreamLit framework for the InnOlympics 2024: GDSC-PLM Hackathon

- Facilitated the product development by defining the scope, direction, and requirements as an impact technology to promote five Sustainable Development Goals.
- Administered the database management by designing and cleaning the World Food Programme Price database for the month of March, which reported the Philippines' local produce across 17 regions.

JULS BURGERS AND FRUITSHAKES POINT-OF-SALE SOFTWARE

February 2024 – May 2024

Agile Software Solution for a food service business: Juls Burgers & Fruitshakes

- Supervised the user experience research and frontend engineering by developing an agile Figma prototype and implementing a JSON mock server as a fake REST API for the isolated production of the user interface.
- Defined the database structure of the project by reviewing the business requirements and generating software architecture diagrams such as Use Case Diagrams, Class Diagrams, and Entity-Relationship Diagrams.

SKILLS

Project Management: Agile Framework, Scrum, Kanban

Programming Languages and Frameworks: Python, JavaScript, TypeScript, Flask, ReactNative, Bootstrap

Information Management: MySQL, MariaDB

Tools: GitHub, Visual Studio Code, PyCharm, Google Colab, Google Sheet, MS Excel, Vercel

Others: Technical Writing, Business Presentation, Marketing