ANDREI ZYRISH C. MANUEL

Computer Engineering Undergraduate

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CAREER OBJECTIVE:

A Computer Engineering undergraduate with hands-on experience in UI/UX designing, 3D CAD modeling, and Java/Python programming, seeking an internship role to apply core technical knowledge to real-world engineering solutions.

TECHNICAL SKILLS:

- **Programming Languages:** Java, Python

- **Embedded Systems & Hardware:** *Microcontroller-based system integration, Actuators and controller interfacing Power and wiring design fundamentals*

- **Design & Development Tools:** Figma, Canva*, EasyEDA, Onshape,, VS Code, IntelliJ IDEA*

SOFT SKILLS:

- Team Collaboration
- Analytical and Problem-Solving Skills
- Continuous Learning and Adaptability

PROJECT EXPERIENCE:

AlphaBot — Hardware, & Embedded Systems Designer, UI/UX Designer
August 2024 – November 2025

- Developed a clean and intuitive UI/UX system for Alphabot software to improve navigation, interaction flow, and operational efficiency.
- Developed an end-to-end embedded hardware solution, including CAD modeling and fabrication of 3D-printed components.
- Performed wiring, power distribution, and component integration for embedded hardware.
- Integrated actuators and peripheral components using embedded systems fundamentals.
- Conducted iterative testing debugging, and mechanical refinement to ensure functional stability and system reliability.

EDUCATION:

Bachelor of Science in Computer Engineering
STI College Caloocan
2022 – June 2026 *(Expected)*

CERTIFICATIONS:

2023 - Oracle Java Fundamentals, Oracle Academy
2024 - TESDA National Certificate III (Java Programming)
   (Certification issuance pending)

LinkedIn