Michelle Tolentino

michellentolentino@gmail.com
(+63) 976 289 1389
www.linkedin.com/in/michelle-tolentino-match1
1032 San Diego St. Sampaloc Manila, 1008
https://github.com/matchi-1

EDUCATION AND HONORS

Pamantasan ng Lungsod ng Maynila, local university — Manila, PH
College of Information Systems and Technology Management
Bachelor of Science in Computer Science — *September 2022 – Present*

- Cumulative GWA for four semesters: 1.0924 (Grade Equivalent: 98-100)
- College and University Excellence Awardee (Garnered the highest GWA throughout the CET College and the University in her batch, S.Y. 2022-2023)
- Consistent Rank 1 student in her batch (BS Computer Science)
- Relevant Coursework: Discrete Structures 1 & 2, Object Oriented Programming, Data structures and Algorithm, Algorithms and Complexity, Information Management, Information Assurance Security

Polytechnic University of the Philippines, coeducational state university — Manila, PH
Senior High School
Science, Technology, Engineering, and Mathematics (STEM) — *October 2020 – July 2022*

- With High Honors, overall grade of 98.01
- Batch Valedictorian

ADDITIONAL STUDY

DataCamp — Manila, PH (Online)
Machine Learning and Data Science Course Works — *June 2023 – Present*

- Gained proficiency with Numpy, Pandas, SciPy, and Matplotlib and acquired fundamental statistics knowledge for data science
- Acquired skills in Data Analysis and Data engineering
- Learned supervised and unsupervised learning techniques using Scikit-Learn, solving classification, regression, and clustering problems
- Explored different deep learning frameworks and libraries including PyTorch, Tensorflow, and Keras.
- Accomplished guided and unguided projects in classifying audio, numeric, and image data

Harvard University — Manila, PH (Online)
CS50x Introduction to Computer Science — *March 2022 – April 2023*

- Conducted all nine problems set. The contents of the problem set are creating a program in C that recovers deleted image files from a camera, creating a filtering program using C, finding a culprit given a database of all interactions in each city using SQL, predicting the winning rate of each team in the FIFA using the 2018 and 2019 database of all the team, and creating any website with the given requirements.
- Achieved fundamental knowledge in web development, data structures and algorithm, data cleaning and manipulation using SQL and python, hosting websites, and UI/UX.

PROFESSIONAL EXPERIENCE

Headstarter AI — San Francisco, California, USA *[Remote]*
Software Engineering Fellow — *July 2024 – Present*

- Tasked with developing 5 AI projects in the span of the fellowship
- Project lead in a team with international Computer Science Students from UC Irvine and Minnesota State University
- Attended weekly meetings, workshops, and talks with international industry leaders and seasoned professionals

AWS Cloud Clubs - Haribon — Manila, PH
Data Engineering and AI/ML SkillBuilder — *July 2024 – Present*

Google Developer Student Club PLM Manila, PH
Member of Data Science Committee, Data Science Team *November 2023 – Present*

- Supported evaluation of student data for DataCamp Scholarship applications
- Volunteered and helped with Face-to-Face and virtual GDSC events

SKILLS

TECHNICAL SKILLS:

- **Programming Languages**: Python, Java, SQL, C, C++, JavaScript, Java, Dart
- **Web Development**: HTML5, CSS3, React, Node.js
- **Data Science & AI / Machine Learning:** Scikit-learn, NumPy, Pandas, Matplotlib, Seaborn, NLTK, PyTorch, TensorFlow, Data Analysis and Engineering, Jupyter Notebook
- **DBMS/Baas**: MySQL, PostgreSQL, Firebase
- **Design & Research**: UI/UX, UX research, Multimedia Design, Canva, Adobe Photoshop, Figma, Wondershare Filmora
- **Collaboration**: Notion, Discord, Github, Git, Google Workspace

SOFT SKILLS:

- Project Management, Problem Solving, Communication and Writing Skills (English & Filipino), Time Management Skills, Critical and Analytical Thinking, Professionalism, Reliability, Flexibility, Creativity

AWARDS

DOST.imake.wemake Microcomputers/Microcontrollers Innovation Competition Philippines
Top 10 Finalist, Project Manager, Software & Hardware Developer *January - September 2022*

- Managed a team of four while co-developing and designing software and hardware requirements.
- Led the presentation to potential collaborators such as Department of Sanitation and Cleanup Works of Quezon City (DSQC), Department of Public Services (DPS)- Manila, Globe, and DOST for the future deployment of the ROBIN project and its corresponding market benefits
- Created ROBIN: Recyclables-Obtaining Bin Machine For Instant Exchangeable Network Points using Raspberry Pi 4. ROBIN is an automated bin for segregating waste and rewarding load to users based on waste type and weight.
- Developed software for waste identification through the integration and coordination of all sensors with a smart fraud detection system
- Constructed & Designed hardware (chassis and overall mechanism)

Singapore AsianInvent Singapore
Silver Medal, Project Manager & Lead Presenter *May 2020*

- Created *GolDig*: An Automated Robot Machinery Collecting Golden Apple Snails on Rice Fields
- Led the team to construct robotic hardware while integrating software for automatic navigation and sample collection

De La Salle University SPARK Microcomputers Solutions Competition Manila, PH
Champion, Project Manager & Lead Presenter *April 2019*

- Devised and pitched a Multifunctional Automated Plantation System using Arduino R3 to technology and economic experts of De La Salle University

NOTABLE PROJECTS AND LEADERSHIP

Data Scientist / Machine Learning Engineer Manila, PH
CNN Skin Cancer Image Classification *Aug 2024*
GitHub Repository: https://github.com/matchi-1/CNN-Skin-Cancer-Image-Classification.git

- A Convolutional Neural Network implemented using TensorFlow Keras to classify skin cancers from dermatological lesions into categories like melanoma and benign using the HAM10000 skin dataset.

Twitter Sentiment Analysis *July 2024*
GitHub Repository: https://github.com/matchi-1/Twitter-Sentiment-Analysis.git

- Conducted Twitter sentiment analysis using supervised learning in machine learning. It includes data exploration, EDA, text preprocessing, and the training/testing of four models (Random Forest, KNN, Passive Aggressive Classifier, and Logistic Regression).

Clustering the Countries for HELP International *July 2024*
GitHub Repository: https://github.com/matchi-1/Clustering-Countries-Unsupervised-Learning.git

- Utilized unsupervised machine learning through KMeans clustering and PCA to categorize the countries using socio-economic and health factors that determine the overall development of the country.
- Overall aimed to offer recommendations on which countries HELP International should prioritize for aid.

Predictive Modeling for Agriculture *July 2024*
GitHub Repository: https://github.com/matchi-1/Predictive-Modeling-for-Agriculture.git

- Constructed supervised learning, multi-class classification models to predict the type of crop and identify the single most important feature for predictive performance.

Clustering Antarctic Penguins Species *July 2024*
GitHub Repository: https://github.com/matchi-1/Clustering-Antarctic-Penguin-Species.git

- Clusters Antarctic penguins based on their morphometric characteristics using KMeans clustering and PCA

Full Stack Developer & Project Manager Manila, PH
Airbnb AI Customer Support *Aug 2024*
GitHub Repository: https://github.com/matchi-1/Airbnb-AI-Customer-Support.git

- An Airbnb AI customer support chatbot powered by Google's LLM, Gemini 1.5 Pro, coded in Node.js and React, and utilized Firebase for the database. It provides personalized replies to concerns and FAQs, markdown-formatted responses, multi-language support, and feedback mechanism.

Emotion Analysis Game utilizing face-api.js *June 2024*
GitHub Repository: https://github.com/matchi-1/Salamin-Salamin-React.git

- Designed and implemented UI for an online emotion-matching game using React and a JavaScript API (*face-api.js*) for face detection and face recognition, implemented on top of the tensorflow.js core API.

Arcade Game Recreation of Snake using Assembly *May 2024*
GitHub Repository: https://github.com/matchi-1/snake-8086-asm.git

- Designed and implemented UI for an enhanced snake game with levels, obstacles, difficulties, and locally-stored leaderboard written in 8086 assembly, and runnable in MS DOSBox Emulator.

Matching Card Game *March 2024*
GitHub Repository: https://github.com/ matchi-1/match-a-saurus.git

- Designed and implemented features for a timed card matching game with leaderboards stored in Google Firebase using Flutter

Full Stack Standalone Java PLM Enrollment System *December 2023*
GitHub Repository: https://github.com/ matchi-1/PLM-ARES.git

- Created PLM-ARES (Pamantasan ng Lungsod ng Maynila – Academic Records & Enrollment System), a standalone Java application using JavaFX featuring a local MySQL database connection. PLM-ARES provides a streamlined solution for student enrollment processes specifically designed for educational institutions' use. The application comprises distinct modules for administrators and users, with stored historical and academic data for individual users.
- Added multiple additional software features including an automatic class scheduler and enhanced class details editing for administration's side compared to the current PLM enrollment system