MA. CLARISSA C. MARASIGAN

Computer Science

SUMMARY

Detail-oriented BS Computer Science graduate passionate about full-stack development, mobile app innovation, and AI integration. Experienced in building responsive web and mobile applications, with a track record of delivering real-world solutions during internship and part-time roles. Skilled in both frontend and backend technologies, with hands-on experience in POS systems, mental health platforms, and AI-based image recognition projects.

CONTACT

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North Caloocan City, Metro Manila

EDUCATION

Technological Institute of the Philippines - Quezon City
Bachelor of Science in Computer Science, **Cumulative GPA:** 1.50 / 5.00

HONORS & AWARDS
- Consistent Dean's Lister
- 1st Year to 4th Year

WORK EXPERIENCE

MoodLearning Inc. | UP Diliman, Quezon City
Full-Stack Developer (Part-time) | May 2025 to June 2025

Quantified: Contributed to maintaining and enhancing a Laravel + Blade web system with role-based access control; helped improve dynamic UI components and backend logic, resulting in faster admin response times and more efficient user navigation.
Unquantified: Maintained and improved a web platform using Laravel and Blade; contributed to backend logic and frontend interface for a smoother user experience.

MoodLearning Inc. | UP Diliman, Quezon City
Full-Stack Developer Intern | February 2025 to May 2025

Quantified: Completed 400 internship hours (200 more than required), developed 3 multi-step forms, implemented user role management for 4 user types, and improved system usability by reducing user task time by ~30% through testing and optimization.
Unquantified: Completed 400 internship hours, developed multi-step forms, implemented user role management, and improved system usability through debugging and user flow optimization.

SKILLS

Computer: Java, Python, C++, JavaScript, Dart, PHP (Laravel), Spring Boot, Flutter, React Native, MySQL, Firebase, HTML, CSS, Git, GitHub, REST APIs, XAMPP, VS Code, VirtualBox

Language: Filipino and English (fluent in both speaking and writing)

Soft Skills: Problem-solving, adaptability, attention to detail, collaboration, time management, critical thinking, continuous learning, and communication

INTEREST

Developing web and mobile applications

Exploring AI and machine learning

UI/UX design and front-end development

Learning new programming tools and frameworks

PROJECT

FRESHEVAL: A Mobile Application for Real-Time Freshness Evaluation of Vegetables Using YOLOv8 and EfficientNetB7 | Thesis Project
Lead Developer

Quantified: Built a mobile app using Flutter and Python that detects vegetable freshness using YOLOv8 and EfficientNetB7, with model evaluation via mAP@50, F1-score, and ISO/IEC 25010 standards.
Unquantified: Developed an image-based mobile app that detects vegetable freshness using object detection and classification.

Political Sentiment Analysis and Visualization System | Academic Project
Lead Developer

Quantified: Scraped Reddit posts and analyzed sentiments using NLTK and LDA, generating word clouds and visualized graphs on public opinion about political topics.
Unquantified: Built a sentiment analysis system with data visualization from online political discussions.

SafeSpace: A Mental Health Mobile App | Academic Project
Lead Developer
Quantified: Created a Flutter-based mobile app with anonymous chat, journaling, and mood tracking features; integrated Firebase for real-time data management.
Unquantified: Developed a mobile app for journaling and mental health support using Flutter and Firebase.

Bakery Management System – DrewBakes | Academic Project
Developer

Quantified: Developed a Java & Spring Boot system to manage inventory, orders, and sales for a bakery, with MySQL database integration.
Unquantified: Created an inventory and sales management system for a bakery business.

PomoDo – Pomodoro Task List App | Academic Project
Developer

Quantified: Designed a React Native mobile app that lets users manage task lists and stay focused using built-in Pomodoro timers.
Unquantified: Built a productivity app combining task management and the Pomodoro technique.

Point of Sale System – Cafe Royale | Academic Project
Developer | March 2024

Quantified: Built a Java-based POS system with MySQL backend for tracking orders, generating receipts, and monitoring sales.
Unquantified: Created a basic point-of-sale system for a coffee shop.

Library Management with Sentiment Analysis | Academic Project
Developer

Quantified: Used Python and NLTK to integrate basic NLP sentiment analysis for user reviews into a library management system.
Unquantified: Developed a Python-based library system with sentiment features.

My Personal Portfolio Website | Personal Project
Developer

Quantified: Designed and deployed a responsive personal website using HTML, CSS, and JavaScript to showcase skills and projects.
Unquantified: Built a portfolio website to present academic and personal work.

REFERENCE

John Paul Alegre
Computing Team Lead / Tech Manager (Supervisor)
MoodLearning, Inc.
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