

## TECHNICAL SKILLS

### KNOWLEDGEABLE IN:

UI/UX, Web Application Development, Android Development, Game Development, Object-Oriented Programming, MVC Framework, Project Management Frameworks, GraphQL Dashboard, Enterprise Resource Planning (ERP), Machine Learning

### PROGRAMMING LANGUAGES:

C, C#, Java, HTML, CSS, JavaScript, jQuery, Node.js, Web Application Frameworks (React Hooks, Vue, Angular), Python

### DATABASES:

Firebase, MySQL, MongoDB

### SOFTWARE/PROGRAMS:

Dev C, Netbeans, Eclipse, Android Studio, Unity, VSCode, Github, GitLab, Trello, Figma, Photoshop, Pentaho, PowerBI

## WORK EXPERIENCE

### INTERN WEB DEVELOPER, BOTBROS.AI

JANUARY 2019 - MAY 2019 | SAN JUAN CITY, PHILIPPINES

- Developed websites such as e-commerce and dashboards for admin use.
- React, redux and laravel were utilized for the projects each project had an scrum agile methodology, such as daily scrum and planning poker.

### PROGRAM AID, MORRISTOWN ADULT DAY CARE

JUNE 2016 - JULY 2016 | PARSIPPANY, NEW JERSEY, USA

- Assisted and entertained elderly with their everyday needs, namely preparing food, daily check ups and daily exercise.
- Occasionally went on field trips with elders to show them around the county.

## EDUCATION

### DE LA SALLE UNIVERSITY - MANILA - BS Computer Science

SEPTEMBER 2016 - FEBRUARY 2021 | TAFT, MANILA, PHILIPPINES

## ACADEMIC PROJECTS

### DEVELOPED A SAMPLE ECOMMERCE SITE USING REACT, FIREBASE AND REACT-BOOTSTRAP

- Simple responsive website that allows users to check products, services, and make reservations.
- Using firebase, each product was pulled from the database to be shown on the webpage
- Using react and react-bootstrap, the design of the website was created.

### DEVELOPED AN WEBSITE SIMILAR TO INSTAGRAM USING REACT AND ANT-DESIGN

- Simple react website that is similar to instagram with features such as browsing, liking and commenting.
- Using react and other npm packages, carousels were created to browse through profiles.
- There was no backend in this project since this was the first react project, with this ant design was explored.

### DEVELOPED AN ARTICLE WEBSITE USING VUE AND BOOTSTRAP-VUE

- Static website contains articles and analysis relating to the given theme.
- Agile method was used for the progress to be seen and tested for errors.
- Wireframes were made to speed up the development.

### DEVELOPED A TASK TRACKER USING HTML, CSS, JQUERY AND BOOTSTRAP

- The site was commissioned by a student.
- To do list tracker with features such as add, edit, delete and filter a task and showing duration of task.
- The project prohibited the use of databases, so features were done using jQuery.

### DEVELOPED A CAR SITTER APP USING ANDROID STUDIO AND SQLITE

- Mobile application where car information can be stored and alerted for their yearly car check up.
- Android studio was the base environment, all design and connections to the database were made.
- SQLite is the main database for users to store their car information.

### **DESIGNED A WIREFRAME USING FIGMA**

- Wireframe that focuses on good UX/UI, with features such as night mode, screen time and alarm clock.

### **DEVELOPED A GAME SIMILAR TO COLOR BUMP USING UNITY AND C#**

- A game that players must go through the gates with the same color, the game gets harder and faster.
- Unity was the base environment to create objects, while C# was used to create the point system.
- The game was showcased in during a school event for students to give feedback and rate the game.

### **DEVELOPED A BASKETBALL SHOT ANALYSIS USING PYTHON AND MACHINE LEARNING**

- Created a tool to check the best machine learning algorithm to detect the best basketball shooting form.
- I was able to extract the X and Y coordinates using openpose, then clean the data, using SVM and KNNI was able to find the best shooting form.

### **DEVELOPED A CALENDAR VIEW USING JAVA**

- Calendar view that had features namely adding, editing, deleting and notifying the user.
- Scrum and agile were practiced since the group had to merge the project at the end of each week.
- I handled adding and editing features which allowed users to add and edit the date, time and title.

### **DEVELOPED A POKEMON FISHING GAME USING JAVA**

- The game consisted of a player moving each block then fishing to indicate which pokemon they caught.
- The players coordinate and the place they're going to move to were computed to show that the player moved in the GUI. When fishing, a random number will be produced to indicate the pokemon that was caught.

## **CO-CURRICULAR ACTIVITIES**

### **PROJECT HEAD, CCSWEEK2019**

DECEMBER 2018 - JULY 2019 | DE LA SALLE UNIVERSITY

- Arranged culminating night, reserved rooms, performers and food for the college night.

### **TEAM HEAD FOR OPERATIONS, LEAP2019**

NOVEMBER 2018 - JUNE 2019 | DE LA SALLE UNIVERSITY

- Created databases for all 42 organizations of the Council of Student Organization (CSO) that will be part of the event. Managed and trained associates in encoding organization's activities.

### **CHIEF OF STAFF, CATCH2T20 BATCH GOVERNMENT**

SEPTEMBER 2018 - AUGUST 2019 | DE LA SALLE UNIVERSITY

- Supervised and facilitated the batch government meetings and events whenever the batch president and vice-president is not around.

### **ASSOCIATE VICE CHAIRPERSON FOR MARKETING AND LINKAGES COUNCIL OF STUDENT ORGANIZATION (CSO)**

SEPTEMBER 2018 - AUGUST 2019 | DE LA SALLE UNIVERSITY

- Contacted various companies to sponsor events created by the council. Managed and trained associates to contact companies and create a memorandum of agreement (MOA).

### **ASSOCIATE FOR PUBLICITY, ANNUAL RECRUITMENT WEEK 2018**

JUNE 2019 - SEPTEMBER 2019 | DE LA SALLE UNIVERSITY

- Designed colorful posters, PVC designs, and t-shirt designs to be used for the recruitment week.

### **CHAIRPERSON FOR ACTIVITIES AND ADVOCACIES, CATCH2T20 BATCH GOVERNMENT**

SEPTEMBER 2016 - AUGUST 2018 | DE LA SALLE UNIVERSITY

- Managed and guided associates in creating activities that would benefit and interest the batch, similar to batch night, company talks, and etc.