

CHRISTIAN S. MOISES

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Taytay, Rizal

SUMMARY

Detail-oriented and results-driven professional with a strong programming background and a passion for building software solutions. Proficient in various areas of development, including web and app development, machine learning. Committed to delivering impactful results and continuously improving technical skills to solve complex problems and drive innovation.

PROFESSIONAL EXPERIENCE

SP Madrid & Associates – AI/ML Intern

February 2025 – April 2025

- Developed and deployed machine learning models for tasks such as conduction sticker text detection and vehicle classification using YOLO-based architectures.
- Built data preprocessing pipelines and annotated custom datasets to train high-accuracy computer vision models.

Tails of Manila –Social Media manager

September 2023 – January 2025

- Led the development and execution of content strategies across social media platforms, boosting engagement and follower growth.

Fiverr - Freelance Multimedia Editor

January 2019 – Present

- Collaborated with over 50 clients globally to produce high-impact visual content tailored to brand identity and audience preferences.

Modeling Stop LLC - Photo Editor & Retoucher

January 2019 – Aug 2021

- Enhanced the visual quality of studio model photoshoots by expertly adjusting lighting, color balance, and overall composition to produce high-impact, polished images.

PROJECTS

MIRA: ASL Recognition Mobile Application

- Developed a cross-platform ASL gesture recognition app, translating gestures into text using Kotlin for mobile and Python for the backend, with Mediapipe's Hand Landmark model for accurate tracking.

Customer Service Chatbot Web App

- Developed a chatbot webapp using Python, React and FastAPI to accurately answer inquiries utilizing Retrieval-Augmented Generation architecture.

Penguin Rush: 2D Platformer Game

- Developed *Penguin Rush*, a 2D platformer in Unity and C#, featuring smooth mechanics, intuitive controls, obstacles, collectibles, and power-ups.

Car Classification & Conduction Sticker Extraction Model

- Designed and implemented a machine learning pipeline to classify a vehicle's make and model and extract conduction sticker text from images

Obstacle Avoiding Robot

- Developed an autonomous Arduino-based robot with ultrasonic sensors for obstacle detection, implementing C++ control logic for precise navigation and motor control.

Mobtech: Mobile Application UI/UX prototype

- Designed a detailed UI/UX prototype for the *Mobtech* app using Figma, creating interactive wireframes, high-fidelity mockups, and user flows for a seamless user experience.

Johnson & Johnson's Unsung Hero Awards Customized Cartoon Vector

- Created and designed 70 cartoon avatars for J&J Employees for Unsung Hero Awardee's using Adobe Photoshop and Adobe Illustrator

DOH Newborn Screening Family Day LELD Graphic Design

- Designed a Graphic Banner, Poster and Invitation card for DOH's family day event utilizing Photoshop and Illustrator.

Skills

Front-End Development	Back End Development	Software Engineering
<ul style="list-style-type: none">• Html• React• Tailwind• Bootstrap• Figma	<ul style="list-style-type: none">• FastAPI• Node.js• Express.js• MongoDB• Postman	<ul style="list-style-type: none">• Java• Unity(C#)• Python• Dart• Kotlin
GRAPHIC DESIGN	Machine Learning	Soft Skills
<ul style="list-style-type: none">• Photoshop• Illustrator• After Effects• Premiere	<ul style="list-style-type: none">• Scikit-learn• MediaPipe• YOLO• Roboflow	<ul style="list-style-type: none">• Time Management• Attention to Detail• Problem Solving• Creativity

EDUCATION

STI College Ortigas- Cainta

Bachelor of Science in Computer Science

2021 - Present

Cainta, Rizal

Daehan College of Business and Technology

Rank 2 in ICT

2019 – 2020

- **Certifications:** Supervised Learning with Scikit Learn – DataCamp; Intermediate Python – DataCamp; DataScience in Python – DataCamp; Java Foundation – Oracle; AI For Everyone – DeepLearning.AI; UI/UX-Great Learning;
- **Interests:** Digital Art; App Development; Photography; Editing; Machine Learning