CHRISTIAN S. MOISES

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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.

Skills

Front-End Development	Back End Development	Software Engineering
Html	 JavaScript 	Java
 React 	 Express js 	Unity(C#)
 Tailwind 	 NodeJS 	Python
 Bootstrap 	 MySQL 	Dart
 Figma 	 MongoDB 	 Kotlin
	Postman	
GRAPHIC DESIGN	Machine Learning	Soft Skills
 Photoshop 	 Scikit-learn 	 Adaptability
 Illustrator 	 MediaPipe 	 Time Management
 After Effects 	• RNN	 Attention to Detail
 Premiere 	• CNN	 Problem Solving
 InDesign 	Pandas	 Creativity
	NumPy	
PROJECTS		

 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.

Sign Language Recognition: Model Training

MIRA: ASL Recognition Mobile Application

Developed and trained an RNN-based ASL recognition model for static gestures, achieving
 97.8% accuracy on A-Z and additional symbols. Curated a diverse dataset for reliability.

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.

Portfolio Website

 Designed and developed a responsive portfolio website using React, Node.js, and Express, featuring a modern UI, seamless performance, and cross-device adaptability.

Car Price Prediction model

 Developed a car price prediction model using Logistic Regression and XGBoost, trained on a Kaggle dataset with features like make, model, year, mileage, and condition.

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.

Tails Of Manila Website

• Developed a responsive landing page for *Tails of Manila*, ensuring a seamless user experience across all devices with modern web design and a mobile-first approach.

PROFESSIONAL EXPERIENCE

Tails of Manila –Social Media manager

September 2023 - Present

 I applied skills in data analysis, visualization, and audience segmentation to drive targeted marketing campaigns and increase online visibility.

Fiverr - Freelance Multimedia Editor

January 2019 - Present

• I Collaborate with clients to analyze multimedia data, optimize content performance, create Graphic Illustrations and create Vector designs using tools from Adobe Creative Suite.

EDUCATION

STI College Ortigas- Cainta

2021 - Present

Bachelor of Science in Computer Science

Cainta, Rizal

Daehan College of Business and Technology

2019 - 2020

Rank 2 in ICT

- **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