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Education

Far Eastern University

Alabang, Muntinlupa City

Bachelor of Science in Computer Science with Specialization in Software Engineering

2026

Thesis: ThrowAway: A Smart Waste Segregation System Utilizing CNN for Efficient Waste Sorting

Relevant Coursework: Machine Learning, Arduino, Software Engineering, User Interface (UI).

Experience

Student Developer - ThrowAway (2025)

Far Eastern University Alabang – 2025

- Led the Front-End development and provided significant contribution to the back-end pipeline for ThrowAway, an AI-assisted waste segregation system. Contributed to CNN and YOLO model training and PyTorch dataset augmentation to achieve 99% image recognition accuracy.
- Engineered and prototyped an Arduino-based conveyor system, interfacing motors, optical sensors, and power management circuitry to automate waste sorting and validate system power requirements (V/W).
- Developed the system's UI and UX design to ensure intuitive, user-friendly navigation and seamless interaction between users and the smart segregation interface.

Student Developer - Hysteria (2024)

Far Eastern University Alabang – 2024

- Developed Hysteria, a mobile Unity game that replicates the effect of procedural generation through the Fisher–Yates algorithm, achieving efficient randomization and optimized load performance.
- Supervised gameplay and UX design while developing integrated front-end and back-end systems to ensure smooth performance and cohesive player experience.
- Implemented C# scripting for key systems such as enemy AI, movement, and overall gameplay mechanics.

Student Developer - Bookbound (2024)

Far Eastern University Alabang – 2024

- Proposed and pitched Bookbound, a subscription-based platform promoting local literature, authors, and academic resources, emphasizing accessibility and cultural engagement.
- Managed the project team and led concept, marketing, and design direction, creating intuitive mobile and web interfaces that emphasized usability, visual appeal, and business-driven creativity.

Leadership & Activities

Association for Computing Machinery (ACM)

Far Eastern University, Alabang

- **Member** – 2024 - Present
 - Served as a committee member and presenter for *Technofare (2024)*, a student-led technology fair showcasing innovative computing projects and research.
 - Selected as a committee member for the upcoming *Ignite (2025)*, a university technology exhibit highlighting 4th-year students' capstone projects, contributing to event planning and coordination.

Skills & Interests

Technical: Python, HTML, CSS, JavaScript, Java, C++, C#, Kotlin, PyTorch, TensorFlow, Arduino

Interests: UI/UX Design, Adobe Photoshop, Figma (Prototyping), Video Editing, Machine Learning, Web Development

Awards & Certifications

- IT Specialist – Python – American Council on Education, 2024
- NDG Linux Essentials – Cisco Networking Academy, 2024
- IT Specialist – Java – American Council on Education, 2023