



CONTACT

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- Taguig City, Philippines

SKILLS

- Front-end development:
HTML, CSS, JavaScript, React
- CRUD design and database management: *PHP, SQL*
- Programming: *C, C++, Java, Python*
- UI/UX Design: *Figma*
- Digital Illustration and Photo/Video Editing: *Photoshop, Kinemaster*

CERTIFICATIONS

- Java Programming I,
University of Helsinki (2024)
- Back End Development and APIs
freeCodeCamp (2024)
- Responsive Web Design,
freeCodeCamp (2023)

EDUCATION

(2020–Present)

Bachelor of Science in Computer Science

Polytechnic University of the Philippines

(2018–2020)

Science, Technology, Engineering, Mathematics (STEM)

Polytechnic University of the Philippines

(2014–2018)

Dr Arcadio Santos National High School

KENTH G. SAYA-ANG

COMPUTER SCIENCE STUDENT

Passionate in expanding knowledge of technology with a focus on practicing web and UI/UX design. Uses a variety of free online resources, including tutorials, online courses, and personal projects to gain comprehensive understanding of web design using ReactJS and UI/UX design with Figma and Photoshop. Excited to apply knowledge and skills to an internship opportunity to further both my personal and professional growth.

OJT EXPERIENCE

Pixel8 Web Solutions & Consultancy Inc

UI/UX Designer

(August 2023 – October 2023)

- Worked with a team of nine, contributing 200 hours in designing four mobile app user interface modules.
- Audited UI/UX design output of teammates to ensure compliance in Pixel8's design standards.
- Created infographics to guide new interns about reusable component usage.

ACADEMIC PROJECTS

MLTHSC: Multilabel Tagalog Hate Speech Classifier

Thesis 1 & Thesis 2

(July 2023 – February 2024)

- Trained a hate speech classifier using a pre-trained BERT model in Python, achieving 89.81% accuracy on a dataset of 2,116 Filipino social media posts across Age, Gender, Race, Physical, Religion, and Other categories.
- Developed a front-end user interface using React, TailwindCSS, HTML, CSS, JavaScript with text input, classification output display, saved posts, and dashboard components.

PlantItApp Prototype

Human-Computer Interaction

(December 2022 – March 2023)

- Worked with a team of seven members in designing a 40+ page mobile application prototype for plant-based management system with Figma.
- Spearheaded the design of wireframes, user interface, and interactive prototypes.
- Incorporated feedback from users and team members to refine and enhance the prototype.

OGGLP CRUD Database Management System

Information Management

(April 2022 – July 2022)

- Led a team of three developers in the design and implementation of a simple CRUD (Create, Read, Update, Delete) database management system with PHP, JQuery, and MySQL.
- Implemented the frontend and backend functionalities for data creation, retrieval, updating, and deletion for 5 modules.

REFERENCES

Jose M. Abat, MP

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