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Taguig City, Philippines

SKILLS

Front-end Development
HTML, CSS, JavaScript, TypeScript, PHP

Libraries and Frameworks
React, Node.js, Express.js, Tailwind CSS, Jquery, Framer Motion

Database Management
MySQL, MongoDB

Programming Languages
C, C++, Java, Python

UI/UX Design and Illustration
Figma, Penpot, Photoshop

Tools and Platforms
Git, Github, Netlify, Vercel

CERTIFICATIONS

Responsive Web Design,
freeCodeCamp (2023)

Back End Development and APIs
freeCodeCamp (2024)

Java Programming I
University of Helsinki (2024)

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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