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INTRODUCTION

Detail-oriented Computer Science student specializing in backend and full-stack development. Proven experience building and deploying practical applications.

EDUCATION

Polytechnic University of the Philippines - Manila

Sep 2022 – Aug 2026

Bachelor of Science in Computer Science

- *GWA – 1.40, Consistent academic achiever*

SKILLS AND TECHNOLOGIES

Programming: Python, JavaScript/TypeScript, Java, C#, C, PHP, Dart, SQL
Frameworks: Next.js, React, Laravel, Flask, Flutter, Unity, PyTorch
Databases: PostgreSQL, MySQL, SQLite, Firebase
Tools & DevOps: Git, Linux (LAMP), VirtualBox, Android Studio, NetBeans, Render

WORK EXPERIENCE

Lamina Studios LLC.

July – August 2025

Full Stack Web Developer Intern

- Developed a full-stack Laravel application prototype featuring user authentication, role-based access control (RBAC), and a responsive admin dashboard utilizing Blade templating and Radix UI.
- Built and integrated a Python (Flask) REST API to calculate geospatial distances, enabling the Laravel frontend to consume coordinate data and display user-defined proximity alerts.
- Configured virtualized server environments via VirtualBox to deploy the web application across local Windows Server (IIS) and Ubuntu (LAMP) stacks, authoring detailed technical documentation for the setup process.

PROJECTS

AEYE - Cataract Maturity Tool 🔄 *(Flutter, PyTorch, Firestore)*

2025

- Developed and deployed a mobile application for cataract detection and maturity classification.
- Integrated a dual-model deep learning system (a validation model and a novel MobileViT-based architecture) directly into the front-end to enable seamless severity assessments.
- Built a real-time AI inference pipeline using PyTorch and Hugging Face Spaces, paired with Firebase Firestore to ensure live data synchronization and storage.

Personal Developer Portfolio 🔄 *(Next.js 15, TypeScript, Tailwind)*

2026

- Engineered and deployed a high-performance, SEO-optimized portfolio featuring dynamic routing for project deep-dives.
- Developed an adaptive media component to showcase mobile (9:16) and desktop (16:9) demos seamlessly.
- Implemented a centralized data architecture to ensure a single source of truth for site-wide content.

Phishing Please 🔄 *(Unity, C#)*

2024

- Engineered the entire C# codebase and Unity scene architecture for a 7-level point-and-click educational game focused on phishing awareness.

- Developed custom gameplay mechanics, including a dynamic shield system, state management, and complete level progression logic.
- Deployed the final product as a fully playable Android APK, successfully integrating external design assets into a stable, live production build.

Lagoon Lunches (*Java*)

2024

- Developed a Java-based simple desktop app for meal planning, featuring a custom graphical user interface.
- Engineered a dynamic programming algorithm to generate optimal food combinations based on user-defined nutritional constraints.

Visa Application Management System (*Java, MySQL*)

2023

- Engineered a backend CRUD system simulating a real-world visa application workflow and data pipeline.
- Designed and integrated a relational database schema in MySQL to efficiently manage, store, and retrieve complex applicant records.

CERTIFICATIONS

Fortinet Certified Fundamentals Cybersecurity - *January 2025*

Fortinet Certified Associate Cybersecurity - *January 2025*

CISCO Introduction to Cybersecurity - *June 2025*

CISCO Networking Basics – *October 2025*