

# CONTACT



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https://syke9p3.github.io/syke-portfolio



Taguig City, Philippines

# **SKILLS**

- Front-end development:
   HTML, CSS, JS, Bootstrap, JQuery
- CRUD design and database management: PHP, MySQL
- Programming: C, C++, C#, Python
- UI/UX Design: Figma
- Digital Illustration and Photo/Video Editing: Photoshop, Kinemaster

## **CERTIFICATIONS**

- Responsive Web Design, freeCodeCamp (2023)
- Introduction to IoT, Cisco (2023)
- Introduction to Cybersecurity, Cisco (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 learning and 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 practical projects to gain comprehensive understanding of web design using HTML, CSS, JS, & PHP 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.

## **ACADEMIC PROJECTS**

#### Kindersphere Student Management System

Web Development

(July 2023 - August 2023)

- Collaborated with three developers in designing a student management system.
- Developed the attendance management and student information features using PHP, MySQL, JQuery, and AJAX.

#### **BERT Filipino Part-of-Speech Tagger Model**

Introduction to Artificial Intelligence

(July 2023 - August 2023)

- Developed a token classifier based on a pre-trained Bidirectional Encoder Representation from Transformer (BERT) model using Python.
- Trained the model on corpus of Filipino text to accurately assign grammatical tags to words in a sentence.
- Implemented system architecture, data preprocessing, and model finetuning.

#### PlantItApp Prototype

Human-Computer Interaction

(December 2022 - March 2023)

- Worked with a team of seven members in designing a prototype for plant-based management system using 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 CRUD (Create, Read, Update, Delete) database management system using PHP and MySQL.
- Implemented the frontend and backend functionalities for data creation, retrieval, updating, and deletion.

# **REFERENCES**

#### Jose M. Abat, MP

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#### Roel B. Gargar

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