

EDUCATION

DE LA SALLE UNIVERSITY - MANILA

2022 - 2026

Bachelor of Science in Computer Science

WORK EXPERIENCE

Procter & Gamble (P&G)

May - July 2026

SKII Software Engineering Intern

- Developed the architecture for proof of concept development for SK-II's Super Powered Assistant (SPA) application, covering two core features across the full SDLC using **agentic development workflows**.
- Cut feature shipping time by **7x** — from **one week** to **one day** — by architecting a cross-repository **agentic system** integrating changes across 4 separate codebases.

DLSU Career Services

2023-2026

Marketing for Companies Team Head

- Led a 8-member team to supervise partnerships with **110+ national and multinational companies** for DLSU's largest career fair, drawing **~1,900 students daily**.

Career Development Team Head

- Led a 10-member team and managed the full event lifecycle of **~40 events** — logistics through execution — with top-tier firms (Chevron, AXA, BDO, McKinsey, P&G, Standard Chartered), supporting ~3,000 Lasallians.

PROJECTS AND COMPETITIONS

TOP 10 FINALIST (77 TEAMS) ACTS WITH NESTLÉ

- Led a 5-member team to the finals of the premier corporate sustainability case competition in the Philippines
- Developed a comprehensive campaign built around Nestlé's pillars of sustainability to transform and innovate Maggi's positioning as a brand that focuses on innovation, sustainability, and community engagement.

LASALLEATS: AN AI ASSISTED EMPHATIC FOOD RECOMMENDATION APP | Python, Gemini API

Published and Presented at the IEEE International Conference on Future Machine Learning and Data Science (FMLDS 2025, Scopus-indexed)

- Co-authored and developed LasallEats, an emotion-aware restaurant recommendation system integrating empathic computing and Google Gemini for contextual suggestions.
- Conducted a user study showing **85.7%** emotion recognition accuracy and **4.36/5** user satisfaction, validating the system's emotion-driven design.
- Focused on applying AI and human-centered computing principles to enhance user experience and decision-making.

SPEAK WITH CONFIDENCE: DESIGNING AN AR TRAINING TOOL FOR PUBLIC SPEAKING | Unity, C#

Published and presented at the Philippine Computing Science Congress (PCSC 2025)

- Designed and developed a mobile AR application in Unity that simulates audience environments with customizable virtual avatars to help users overcome **glossophobia**.
- Conducted a pilot user study with participants of varying anxiety levels, showing improved confidence and positive feedback on usability.
- Contributed to **research on XR-based training tools** for skill development and anxiety reduction through immersive, feedback-driven experiences.

SKILLS

Programming Languages: Python, Java, SQL, C/C++, HTML/CSS/JavaScript

Frameworks & Tools: React/React Native, NextJS, Git/GitHub, RESTful APIs, LLM APIs (Gemini, OpenAI)

AI/Dev Practices: Agentic development workflows (BMad, SpecKit, GSD), RAG pipeline development