Christian Ace Masayon

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EDUCATION

University of the Philippines Mindanao   **July 2024**
Bachelor of Science in Computer Science   *Davao City, Philippines*

- **Grade: 1.4446** (Magna Cum Laude)
- Director of Digital Media & Promotions, UP Mindanao Society of Programmers and Refined Computer Scientists (UPMin SPARCS)
- Logistics and Technical Head, UP Mindanao Association of Musicans Playing Loud Instruments (UP Mindanao AMPLI)
- Public Relations Committee Video Editing Head & Volunteer Corps, UP Mindanao College of Science and Mathematics Student Council (UPMin CSMSC)
- Public Relations Committee Member & Volunteer Corps, UP Mindanao University Student Council (UPMin USC)
- Member, UP Mindanao College Red Cross Youth (UPMin-CRCY)

SKILLS

- **Programming Languages**
  - TypeScript, JavaScript, HTML/CSS, Python, SQL, PHP
- **Frameworks & Technologies**
  - React, React Native, NextJS, Expo, Express, MongoDB, MySQL, Firebase, Tailwind CSS, shadcn UI
- **Tools**
  - Figma, Canva, GitHub, Postman API, Visual Studio Code, Microsoft Office Suite, Adobe Creative Suite, FL Studio, Visual Studio, Vegas Pro

EXPERIENCE

School of Management, University of the Philippines Mindanao   **Nov. 2024 – Dec. 2024**
Programmer 1 (Contract)   *Davao City, Philippines*

- API-funded project focused on improving the BS Agribusiness Economics Program at UP Mindanao's School of Management
- Updated the SOM website with personnel information, activities, and program offerings, enhancing accessibility and relevance
- Developed a new functional page for the SOM College Secretary's services, streamlining access to key resources
- Trained website managers on maintenance best practices, empowering them for future updates and upkeep
- Supported the Program Coordinator and College Secretary with additional duties, ensuring project goals were met efficiently

PASYENTE Project for Dengue   **Jul. 2023 – Aug. 2023**
Mobile Development Intern   *Davao City, Philippines*

- Patient-Centered Clinical Decision Support Systems on Endemic Diseases Applying Artificial Intelligence Technology and Operations Research (PASYENTE) Project for Dengue
- Contributed to the front-end development of the PASYENTE mobile application using Flutter, enhancing accessibility and usability
- Led the design and implementation of one-time password (OTP) screens to improve user authentication and security
- Designed and created user-friendly interfaces using Figma, ensuring an intuitive experience for users
- Optimized app performance and ensured a seamless user experience by implementing best practices in mobile development

haws   **Feb. 2022 – Jun. 2022**
Web Development Intern   *Davao City, Philippines*

- haws - Health and Wellness Solutions - is an assistive technology in a form of a mobile application available in the app stores
- Contributed to the overall redesign of their website by collaborating with the team using Figma to enhance user experience and functionality

PROJECTS

- **TrabaHanap**   **Sep. 2022 – Present**
  - Developed a job-matching mobile application to reduce unemployment and job insecurity in the Philippines, connecting manual laborers with clients. Aligned the project with multiple United Nations Sustainable Development Goals (SDG 1: No Poverty, SDG 8: Decent Work and Economic Growth, and SDG 11: Sustainable Cities and Communities)
  - Combined app development with a thesis undergraduate study, evaluating the impact of incorporating local cultural elements from Davao City on the app's usability and user experience.
  - **Technologies**: TypeScript, MongoDB, Express.js, React Native, Node.js, Tailwind CSS, Figma, Postman API, GitHub, Canva
  - **Achievements:** Best Venture in Computer Science at the University of the Philippines Mindanao (2024); 2nd Runner-Up at QBO Innovation's QOMPETE 2024 startup competition
- **Image Processing Application**   **Sep. 2023– Jan. 2024**
  - Created an application for analyzing and manipulating PCX files as part of a school project
  - **Technologies:** C#, Visual Studio, WinForms
- **Integer-Oriented Language (IOL)**   **Sep. 2023– Jan. 2024**
  - Designed a custom programming language utilizing integer-type values for numeric operations, developed for a school project
  - **Technologies:** Python, Automata
- **Physical Fitness Activity Tracker System**   **Apr. 2023 – Jun. 2023**
  https://github.com/csmasayon/pfats
  - Built a system using the Strava API to track physical fitness activities. The project is deployed on Vercel and published on GitHub.
  - **Technologies:** TypeScript, MongoDB, Express.js, React.js, Node.js, Tailwind CSS, Vercel
- **VirtualOSA**   **Mar. 2022 – Jun. 2022**
  - Developed an online platform to manage school administrative records and transactions
  - **Technologies**: PHP, MySQL, JavaScript, CSS, Figma

TRAININGS/CERTIFICATIONS

- Coursera, Foundations of User Experience (UX) Design, Google