

# Siegfred Lorelle Mina

+63 945 160 5205 | [siegfredlorelle09@gmail.com](mailto:siegfredlorelle09@gmail.com) | [LinkedIn](#) | [Website](#) | [GitHub](#)



## EDUCATION

---

**Polytechnic University of the Philippines – Manila**

*Expected Graduation: Jul 2025*

**BS in Computer Engineering** specializing in Artificial Intelligence & Machine Learning

## EXPERIENCE

---

**Deep Computer Vision Intern | Remote**

*Sep 2023 – Nov 2023*

**Department of Science and Technology – Advance Science and Technology Institute**

- Fine-tuned convolutional neural network models (such as ResNet50, VGG16, MobileNet) to achieve ~90% accuracy in classifying diseases from images of banana trees using TensorFlow with Keras API
- Preprocessed and split datasets into subsets and augmented images to prevent overfitting
- Collaborated with a team to develop a GUI-based Flask app as an image data asset management tool
- Integrated model to the GUI-based app to predict and classify images from an uploaded dataset

**Back End Developer Intern | Onsite**

*Aug 2023 – Sep 2023*

**Marvill Web Development**

- Created a full-stack library web application from scratch using Laravel framework and MySQL database
- Implemented authentication and account roles system
- Developed features such as borrow and return books, add stocks or new books, edit or delete books

**Front End Developer Intern | Hybrid**

*Jul 2023 – Aug 2023*

**Polytechnic University of the Philippines – Manila**

- Collaborated with a cross-functional team to develop an accreditation website from scratch
- Improved UX by analyzing user/client feedback and implementing a responsive design
- Spearheaded the deployment to a domain via cPanel that increased productivity by up to 70%

## PROJECTS

*(links may take a while to load due to free hosting services limitations)*

**Rubiks Solver Mobile App | [GitHub](#)**

*Cordova, JavaScript, ThreeJS, HTML, CSS*

- Used Apache Cordova to wrap HTML, CSS, and JavaScript into an Android App
- Utilized ThreeJS to render a rotatable 3D Rubiks Cube to create a more intuitive interface
- Wrote color-assigning feature and cube-solving algorithms via client-side scripting

**2D Endless Runner Game | [Game](#)**

*C#, Unity*

- Developed a 2D endless runner game using Unity Game Engine (C#)
- Prioritized game experience by implementing game mechanics such as random powerups, dash, throw abilities, and randomized spawn rate that varies based on the current score

**Project Compilation Website | [Website](#)**

*Python, Flask, SQLite, JavaScript, Bootstrap*

- Developed a full-stack responsive website with an account authentication system
- Sample compiled projects are Scrabble scorer, voting simulation, image filtering, readability test, etc.

## SKILLS

---

**Languages:** Python, JavaScript, SQL, C#, C, PHP, R

**Others:** Git, Unix, Docker, TensorFlow, Keras, Scikit-learn, Jupyter, NumPy, Pandas, Matplotlib, Flask, Tkinter, HTML, CSS, Laravel, Bootstrap, ReactJS, ThreeJS, NodeJS, Unity, Cordova

## AWARDS & ORGANIZATIONS

*([Verify Certificates Here](#))*

**Awards:** Top 5 across 1st Year in College of Engineering, Top 2 across 1st Year in Computer Engineering

**Organizations:** AI/ML Subject Matter Expert at Google Developer Student Club – PUP,  
ML/AI Member at AWS Cloud – PUP, DevSkolar at The Programmer's Guild – PUP