

# CARLOS MIGUEL VALDERRAMA

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## PROFESSIONAL SUMMARY

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Computer Science graduate (USLS, 2026) specializing in data analytics, machine learning, and AI — with hands-on experience building and deploying end-to-end technical solutions. Proven ability to translate data into actionable insights, lead cross-functional teams, and deliver projects from concept to production. Holds 15+ industry certifications from Google, AWS, DataCamp, IBM, and Cisco. Combines deep technical skills with organizational leadership honed as Executive President of a 300-member CS society and Project Manager on a live hardware-software system. Actively seeking full-time roles in data analytics, data science, or AI.

## TECHNICAL SKILLS

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**Data & Machine Learning:** Python, Pandas, NumPy, Scikit-learn, Random Forest, Jupyter Notebook, Data Analysis, Statistical Modeling, LLMs, Computer Vision

**Web & Backend Development:** Next.js, React, FastAPI, Laravel, CodeIgniter 3, JavaScript, HTML/CSS, Tailwind CSS, PHP, REST APIs

**Data Engineering & Tools:** SQL, Kaggle, Git, GitHub, Supabase, Vercel, Arduino Uno, Figma, Storyboarding, Wireframing

**Soft Skills:** Project Management, Team Leadership, Event Organization, Technical Writing, Creative Strategy, Stakeholder Communication

## PROFESSIONAL EXPERIENCE

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### Google Developer Groups Bacolod

Jul 2025 – Present

*Creatives Lead · Full-time · Bacolod, Western Visayas, Philippines*

- Lead creative strategy and visual communications for GDG Bacolod, coordinating campaigns that drive developer community growth across Western Visayas.
- Apply Google Project Management frameworks to manage end-to-end project timelines, ensuring all initiatives and events are delivered on schedule.
- Produce data-informed content strategies by translating community engagement metrics and feedback into actionable creative direction.

### Green Module Systems

Jul 2025 – Feb 2026

*Web Developer · Internship · Hybrid*

- Developed and maintained web application features in Laravel and CodeIgniter 3; contributed to a QA process that measurably reduced post-release defects.
- Stepped up as Project Manager for the GreenBottle Reverse Vending Machine — a hardware-software integration project spanning computer vision (Python/FastAPI), Arduino Uno, and a Next.js frontend.
- Participated in code reviews and technical documentation, strengthening team software development lifecycle practices.

### StalWrites

Jul 2023 – Oct 2025

*Freelance Writer · Part-time · Remote*

- Managed prospect communications and delivered written content for multiple concurrent clients, contributing to acquisition and retention outcomes.
- Used audience engagement data to iterate on content tone and format, improving campaign response rates across marketing deliverables.
- Operated autonomously across overlapping deadlines, demonstrating strong self-direction and time management.

### USLS Computer Science Society

Jun 2024 – May 2025

*Executive President · Full-time · Philippines*

- Led 300+ CS students as top officer; oversaw strategic planning, budgeting, and execution of 24 tech-focused events including the university's inaugural Game Jam.
- Directed a 30+ officer leadership team, delegating responsibilities and tracking progress through weekly operational reviews.
- Championed data literacy and AI awareness through workshops and industry speaker events, directly supporting member career readiness.

### USLS CET Council

Jun 2023 – Jun 2024

*Executive Secretary*

- Managed official documentation, meeting minutes, and council correspondence; maintained compliance-ready filing systems for the College of Engineering and Technology.

### Tigris Publication, USLS

Jan 2023 – Jun 2023

*Editor in Chief*

- Oversaw full editorial pipeline from story assignment through final publication; established quality standards ensuring accuracy and consistency across all content.

*Associate Editor*

May 2022 – Dec 2022

- Reviewed and edited articles for clarity, grammar, and style adherence; supported layout and scheduling to meet publication deadlines.

## PROJECTS

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### GreenBottle: Reverse Vending Machine

greenbottle.vercel.app · Jan–Mar 2026

*Green Module Systems · Role: Project Manager*

- Smart RVM that accepts plastic bottles/cups using real-time computer vision to verify materials and dispense rewards — fully deployed and operational.
- Coordinated hardware (Arduino Uno, sensors, thermal printer) and software (Next.js, FastAPI, Python CV model) across a cross-disciplinary team as PM.

### What If? — Hit Game Predictor

isitahit.vercel.app · Feb 2026

*Personal Project · Stack: Python, Scikit-learn, Next.js, FastAPI*

- Trained a Random Forest Classifier on historical video game sales data to predict commercial success by genre, platform, and design inputs.
- Built a full-stack prediction interface; users input game parameters and receive real-time hit/miss predictions with model confidence.

### Philippine Macro: Gold, Oil & Forex Dataset

kaggle.com/karuloos · Apr 2026

*Personal Project · Stack: Python, Pandas*

- Compiled, cleaned, and published a research-ready public dataset on Kaggle tracking correlations between gold, crude oil, and PHP forex rates.
- Demonstrates applied data engineering: raw financial data sourced, processed, structured, and documented for the data science community.

### Animolympics Live Results System

2025

*Self-initiated · Stack: Next.js, React, FastAPI*

- Identified a recurring operational pain point — manual score tracking causing delays at USLS's largest annual sports event — and self-built a real-time leaderboard to solve it.
- Delivered mobile-first interface with secure admin CRUD panel; system successfully used during the live event.

### Curio's Pages: VR Science Learning Game with LLMs

Jan–Dec 2025

*USLS Capstone · Team of 4 · Role: Project Manager*

- Co-developed immersive VR educational game for Grade 4 students; learners explore environments, answer science questions, and interact with an LLM-powered AI tutor.
- Managed project lifecycle from requirements to delivery as PM, coordinating design, development, and testing phases across the team.

### Sagup Negros Website UI Concept

Figma Prototype

- Designed a UI concept for a food waste coordination platform — information architecture, user flows, and high-fidelity mockups built in Figma.

## EDUCATION

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### University of St. La Salle

Bacolod City, Philippines

*Bachelor of Science in Computer Science · Aug 2022 – Apr 2026*

- Focus: Data Science, Machine Learning, AI, Software Development, Game Development
- Capstone: Curio's Pages — VR Science Learning Game with LLMs (PM, team of 4, Grade 4 audience)
- Societies: CS Society (Executive President) · CET Council (Executive Secretary) · Tigris Publication (Editor in Chief) · Peer Facilitators

### University of St. La Salle

Bacolod City, Philippines

*STEM Strand, Senior High School · Exemplary Awardee · Aug 2020 – Jun 2022*

- Activities: Mimesis Media Arts Club · House of Rheims

## LICENSES & CERTIFICATIONS

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**Google Project Management Professional Certificate (v.3):** Coursera · Feb 2026

**CCNA: Introduction to Networks:** Cisco · Nov 2025

**Data Scientist Associate:** DataCamp · Jun 2025 – Jun 2027

**Data Analyst Associate:** DataCamp · Aug 2025 – Aug 2027

**Python Data Associate:** DataCamp · Jun 2025 – Jun 2027

**Data Literacy:** DataCamp · Jun 2025 – Jun 2027

**Generative AI with Large Language Models:** Amazon Web Services · Jul 2025

**Introduction to Machine Learning on AWS:** Amazon Web Services · Jun 2025

**Machine Learning, AI, and Cybersecurity:** Coursera · Jul 2025

**Generative AI Essentials:** Coursera · Jul 2025

**Generative AI: Introduction and Applications:** IBM · Jul 2025

**Google UX Design:** Google · Jul 2024

**Cybersecurity for Everyone:** University of Maryland · Jun 2025

**Cybersecurity Essentials:** Coursera · Jun 2025

**Introduction to Cybersecurity Essentials:** IBM · Jun 2025

## **INTERESTS & HOBBIES**

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Freelance Illustration · Pre-Colonial Philippine History & Culture · Science Fiction Literature · Casual Gaming · Gardening