



AIKEN GUNAY

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PROFESSIONAL SUMMARY

Full-stack developer and UI/UX designer specializing in web applications and network infrastructure solutions. Built captive portal systems, public health platforms, and emergency broadcasting technologies using Next.js, React, Node.js, and MongoDB. Experienced in end-to-end development from design in Figma to deployment with Docker and Nginx, including MikroTik router configuration and system integration. Delivered solutions for DOST government projects and deployed systems to remote communities across the Philippines.

TECHNICAL SKILLS

- Next.js
- React
- Node.js
- Express.js
- JavaScript
- HTML/CSS/SCSS
- Tailwind CSS
- MySQL
- PostgreSQL
- MongoDB
- Redis
- Figma
- Adobe XD
- Git & GitHub Version Control
- Docker
- Nginx
- Linux/Ubuntu Server
- MikroTik Router Configuration
- Python
- Java

EXPERIENCES

Advanced Science and Technology Institute (DOST-ASTI)

Manila, Philippines

Project Technical Specialist I

2025 - Current

- **Develop** software for the REIINDDRROPS technologies (RCast Set-Top Box and LokalFi) in coordination with other project engineers, implementing features that enhance platform capabilities. Develop the EWBS (Emergency Warning Broadcast System) add-on module for the RCast Set-Top Box, integrating emergency alert capabilities into the digital TV platform.
- **Develop** and **Test** software applications and services hosted on the LokalFi platform, creating solutions that provide connectivity and services to underserved communities. Utilize Next.js, React, Node.js, Express.js, and SCSS for full-stack development, implementing responsive and scalable applications with MongoDB for data management and Redis for caching and session handling.
- **Collaborate** with other engineers in developing and testing firmware systems for the RCast Set-Top Box platform, including return channel capabilities and interactive Digital TV applications that enhance user engagement.
- **Participate** in fieldwork and deployment activities, traveling to remote and rural communities in the Philippines to install, configure, and support the REIINDDRROPS technologies in real-world environments.
- **Manage** version control using Git and GitHub, implementing branching strategies, code reviews, and following contribution protocols to maintain code quality and consistency across the project repository.
- **Work** closely with the Project Leader, Team Leader, and Project Management Team regarding plans, requirements, and project concerns, providing regular updates and technical insights to support decision-making and ensure alignment with project goals.

Project Technical Assistant IV

2025 - 2025

- **Developed** a full-stack captive portal application using Next.js and React, implementing both front-end and back-end functionalities with Node.js and Express.js. Utilized SCSS for styling and creating responsive, maintainable CSS architecture across the platform. Integrated PostgreSQL for data storage and Redis for session management, implementing JWT authentication to ensure secure user access and efficient authentication processes.

- **Designed** the complete user interface and experience using Figma, creating wireframes and high-fidelity prototypes that prioritized intuitive navigation and seamless authentication flows. Defined key design elements including typography, color schemes, layout structures, and interactive components to ensure visual consistency across the platform.
- **Managed** network infrastructure by configuring MikroTik routers, implementing network policies, user authentication protocols, and traffic management rules. Executed hardware setup connecting MikroTik routers with the Next.js application and internet infrastructure, troubleshooting compatibility issues and optimizing system performance for production environments.
- **Conducted** extensive cross-platform testing across Ubuntu, Windows, and macOS environments to ensure consistent performance and reliability of the captive portal application, identifying and resolving system-specific issues for stable deployment.
- **Deployed** the captive portal solution to multiple pilot sites for testing and validation, monitoring performance, gathering user feedback, and implementing improvements based on field data. Worked with quality assurance teams to ensure thorough testing and review of system modules before production deployment.
- **Managed** version control using Git and GitHub, implementing branching strategies and following contribution protocols to maintain code quality and consistency throughout the development lifecycle.
- **Participated** in project-related activities including exhibits, conferences, meetings, and seminars, demonstrating the captive portal technology to diverse audiences and communicating technical capabilities and benefits through presentations and documentation.

National University - Manila

Manila, Philippines

Instructor I

2024 - Current

- **Serving** as an Instructor I, part-time faculty member in the College of Computing and Information Technology, teaching both Introduction to Computing for 1st-year students and Data Structures and Algorithms for 2nd-year students.
- **Teaching Python** programming to 1st-year students using *Google Colab* and *PyCharm*, I cover a range of topics essential for building a strong programming foundation. These include randomization and Python lists, for loops, functions, and while loops, along with practical projects like the Hangman Project, Caesar Cipher, and the Blackjack Capstone. I also guide students through more advanced topics such as dictionaries, nesting, scope, and debugging, while incorporating mini projects like the Higher Lower Game and Coffee Machine to reinforce learning. Additionally, I assist students in setting up Python locally and using PyCharm for hands-on practice.
- **Covering** data structures and algorithms for 2nd-year students using *Java*, focusing on key topics like linked lists, stacks, queues, and graphs. Utilizing visualizations and Google Colab by emphasizing practical problem-solving and algorithm analysis.
- **Implementing** a combination of theoretical discussions and hands-on lab exercises, ensuring students apply their knowledge in developing efficient solutions to computational problems.

Philippine Council for Health Research and Development

Taguig, Philippines

Project Technical Specialist I

2023 - 2024

- **Researched** public health with innovative AI-driven solution in the Philippines.
- **Developed** a system for both mobile and web applications by leveraging *React JS* for extensive front-end and back-end development while utilizing *Python* to implement advanced web scraping algorithms.
- **Designed** comprehensive user experiences for both mobile and web applications through collaboration with health professionals to define design requirements, leading to the development of a fully responsive design system for the project by using *Figma* for High-Fidelity Design and prototyping, ensuring visual consistency across platforms by defining key design elements such as typography, color schemes, and layout structures, while integrating various UI components like icon libraries and input fields to enhance the overall user experience.
- **Presented** the system application and progress reports to health professionals, clients, and stakeholders by preparing and delivering *clear documentation*, including *user requirements*, *process flows*, and *use case diagrams*, ensuring stakeholders had a comprehensive understanding of the platform's development and capabilities.
- **Collaborated** with cross-functional teams to ensure design consistency and alignment with technical goals, particularly focusing on public health dashboards, report graphs, and trends map visualization for real-time data tracking and analysis.
- **Contributed** to high-level discussions on AI-driven solutions, helping shape project strategies and ensuring design solutions met functional and operational requirements.

You_Source

Makati, Philippines

UI/UX Engineer

2023 – 2023

- **Demonstrated** exceptional performance during a 6-month internship, making significant contributions to pioneering projects, including the Payroll Management System and Governance, Risk, and Compliance (GRC) system using *Figma* and *Adobe XD*, with a specific focus on enhancing user experience.

- **Designed** and **Enhanced** a comprehensive payroll management system for a major company, collaborating with a team to deliver a solution that streamlined salary processing, deductions, benefits, and ensured compliance with statutory requirements. Specifically focused on enhancing employee profiling and implementing user experience improvements for seamless client usability.
- **Designed** new modules to expand and enhance the current Governance, Risk, and Compliance (GRC) system, including a comprehensive module for managing risks related to third parties and a dedicated algorithm management module, ensuring compliance with regulations and improving overall user experience.
- **Accomplished** two phases of Level 0 training by designing and developing a Hospital Management System, incorporating exceptional design solutions and optimized usability, while translating the design in *Figma* into functional front-end code using *HTML*, *CSS*, *SCSS*, and *JavaScript* within the *ReactJS* framework, all while adhering to established team practices and coding standard.
- **Managed** end-to-end design process, including creating *research documents*, *creative briefs*, *mood boards*, *user personas*, *user stories*, and designing *low-fidelity*, *mid-fidelity*, and *high-fidelity prototypes*, followed by revisions and reflection.

Power Mac Center

Manila, Philippines

Student Ambassador

2021 – 2021

- **Selected** as one of the 6 Student Ambassadors in the Philippines, engaging with students, faculty, and the institution.
- **Utilized** MacBook and iPad as essential tools, seamlessly integrating them into academics and as a versatile UX Designer and Developer, optimizing workflows and delivering exceptional user experiences.
- **Educated** and **Engaged** a diverse user community on YouTube, Instagram, and Facebook through a short-form content to optimize Apple technologies, including MacBook, iPad, software utilization, daily usage, and best practices.
- **Delivered** detailed tutorials using *Figma* and *Adobe Premiere Pro* to optimize MacBook software and enhance productivity, empowering users for maximum efficiency.
- **Produced** remarkable, high-quality content that paralleled the style and impact of Apple's captivating marketing videos, ensuring an exceptional and engaging audience experience.

PROJECTS

Intelligent Disease Surveillance System

- **Researched, Designed, and Developed** an innovative AI-driven solution in the Philippines, utilizing *React JS* for full-scale front-end and back-end development and Python for advanced web scraping algorithms. Collaborated with health professionals to create comprehensive user experiences for mobile and web applications, resulting in a fully responsive design system built in *Figma*.

View International Conference on Information and Computing Research Website

- **Designed** the website for the 3rd International Conference on Information and Computing Research using *Figma*, creating a visually engaging, user-friendly design that aligns with the conference's goals of exploring innovative solutions to global challenges and fostering a more sustainable tomorrow, while ensuring seamless navigation and consistency across all platforms

Governance, Risk, and Compliance (GRC) System

- **Designed** new modules to expand and enhance the current Governance, Risk, and Compliance (GRC) system using *Figma*, including a comprehensive module for managing risks related to third parties and a dedicated algorithm management module, ensuring compliance with regulations and improving overall user experience.

Payroll Management System

- **Designed** and **Enhanced** a comprehensive payroll management system for a major company using *Figma*, collaborating with a team to deliver a solution that streamlined salary processing, deductions, benefits, and ensured compliance with statutory requirements. Specifically focused on enhancing employee profiling and implementing user experience improvements for seamless client usability.

Interact MediMetrics in Figma Prototype

- **Designed** and **Developed** 'MediMetrics,' a Hospital Management System, incorporating exceptional design solutions and optimized usability, while translating the design in *Figma* into functional front-end code using *HTML*, *CSS*, *SCSS*, and *JavaScript* in *React JS* framework, and adhering to established team practices and coding standard.

View Del Rosario Information Management System Case Study

- **Designed, Developed** and **Implemented** the 'Del Rosario Information Management System,' integrating prescriptive analytics for data-driven, personalized project recommendations using *React* for web development, *Flutter* for mobile application development, all while employing *MongoDB* for efficient data management and establishing a design system in *Figma*.

Watch My Life as an IT Student

- **Educated** the community about the life of an IT student, showcasing what it's like to design and develop a mobile and web applications, study for exams, excel in class, and demonstrates applications paralleled to Apple Keynotes, using *Figma* for designing the visual content and producing the video in *Adobe Premiere*, all on the *M1 MacBook Air*.

View GameGen Case Study

- **Designed and Developed** 'GameGen,' a streamlined gaming industry Point of Sale (POS) system, using *Adobe XD* for the user interface design and *Java* for front-end development, while implementing *MSSQL* for the database, ensuring streamlined and efficient transactions.

View MediGood Case Study

- **Designed and Developed** 'MediGood,' a comprehensive mobile telemedicine application with e-commerce, virtual visit, and health-related news functionalities using *Figma* to build the design system and implementing front-end development in *Java*.

EDUCATION

National University - Manila

**Bachelor of Science - BS, Information Technology
specialized in Mobile and Web Application**

- Magna Cum Laude
- Academic Blue Scholar

Manila, Philippines

Jun 2019 – Sept 2023 (4 Years)

TRAININGS/CERTIFICATES

Android Game Development for Beginners - Learn Core Concepts

Start of Training: January 22, 2024

End of Training: January 24, 2024

Total No. of Hours: 2h 41m

Issued: January 2025

Competencies:

- Understanding fundamentals of Android game development
- Setting up Android Studio for game development
- Implementing basic game mechanics and physics
- Working with game loops and frame-based animations
- Handling user input and touch controls for mobile games
- Managing game states and scene transitions
- Deploying simple 2D games to Android devices

Build Responsive Real-World Websites with HTML and CSS

Start of Training: November 06, 2024

End of Training: January 12, 2025

Total No. of Hours: 37h 27m

Issued: January 2025

Competencies:

- Writing semantic HTML5 markup for modern web development
- Implementing responsive web design using CSS3 and media queries
- Building flexible layouts with Flexbox and CSS Grid
- Understanding CSS positioning, spacing, and the box model
- Creating mobile-first responsive websites
- Optimizing web performance and accessibility
- Deploying and hosting real-world web projects

UX/UI Design Process & Principles

Start of Training: August 01, 2024

End of Training: August 05, 2024

Total No. of Hours: 4.5h

Issued: August 2024

Competencies:

- Understanding core UX/UI design principles
- UX design workflows (research, ideation, wireframing)
- Creating user personas and use case scenarios
- Implementing design principles (color theory, typography, layout)
- Conducting usability testing and interpreting results
- Collaboration with development teams

Python Data Structures & Algorithms + LEETCODE Exercises

Start of Training: July 31, 2024

End of Training: June 20, 2024

Total No. of Hours: 9h 28m

Issued: June 2024

Competencies:

- Mastering Python data structures (lists, dictionaries, sets, tuples)
- Implementing algorithms such as sorting, searching, and graph traversal
- Solving LeetCode problems to strengthen algorithmic skills
- Understanding recursion and dynamic programming
- Learning time complexity and optimizing algorithms
- Exploring algorithmic patterns for coding interviews

100 Days of Code: The Complete Python Pro Bootcamp

Start of Training: April 03, 2024

End of Training: May 19, 2024

Total No. of Hours: 56h 20m

Issued: May 2024

Competencies:

- Mastering Python programming fundamentals
- Working with advanced Python concepts (e.g., decorators, generators)
- Building and deploying Python projects
- Learning web scraping, APIs, and databases with Python
- Solving algorithmic challenges and real-world problems using Python
- Understanding Object-Oriented Programming (OOP) in Python
- Developing full-fledged applications with Python

The Ultimate React Course 2024: React, Redux & More

Start of Training: September 01, 2023

End of Training: November 28, 2023

Total No. of Hours: 83h 52m

Issued: November 2023

Competencies:

- React fundamentals (hooks, components, state management)
- Advanced React concepts (context API, lazy loading)
- Redux for state management
- Building RESTful and GraphQL APIs with React
- Testing React applications with Jest and Enzyme
- Deploying React apps to cloud platforms (Netlify, Vercel)
- Real-world projects and best practices

The Ultimate Web Scraping With Python Bootcamp 2023

Start of Training: November 03, 2023

End of Training: November 25, 2023

Total No. of Hours: 17h 30m

Issued: November 2023

Competencies:

- Web scraping fundamentals with Python
- Parsing HTML with BeautifulSoup and Scrapy
- Using Selenium for dynamic content scraping
- Data extraction and handling structured data (JSON, CSV)
- Managing large-scale scraping projects
- Legal and ethical considerations of web scraping

AI-NLP Capacity Building

Start of Training: October 20, 2023

End of Training: October 22, 2023

Total No. of Hours: 15h

Issued: October 2023

Competencies:

- Introduction to Natural Language Processing (NLP)
- Preprocessing text data for NLP tasks
- Building and evaluating NLP models using Python libraries
- Text classification, named entity recognition (NER), and sentiment analysis
- Using transformer models (e.g., BERT, GPT)
- Applications of NLP in AI-driven solutions

Figma Academy

Start of Training: March 03, 2023

End of Training: March 10, 2023

Total No. of Hours: 40h

Issued: March 2023

Competencies:

- Advanced Figma tools and features
- Mastering design systems in Figma
- Prototyping and interactions
- Collaboration and team design workflows
- Auto-layout, components, and variants
- Efficient design handoff to developers

Google UX Design Professional Certificate

Start of Training: June 01, 2022

End of Training: November 30, 2022

Total No. of Hours: 200h

Issued: December 2022

Competencies:

- User-centered design and research
- Prototyping with wireframes and mockups
- Conducting usability studies and research synthesis
- Applying design thinking in real-world projects
- Understanding accessibility in design
- Using Figma and Adobe XD for UI design
- Crafting user personas and customer journey maps

The Complete Flutter Development Bootcamp with Dart

Start of Training: November 07, 2022

End of Training: December 02, 2022

Total No. of Hours: 28h 46m

Issued: December 2022

Competencies:

- Flutter framework fundamentals
- Dart programming language
- Building cross-platform mobile applications
- State management and animations in Flutter
- Using RESTful APIs and Firebase with Flutter
- App deployment to iOS and Android platforms
- UI design and responsive layouts in Flutter