CHARLES ONG

DATA SCIENCE • GAMES • SOFTWARE

INFO

👤 24 yrs. Male

CONTACT

📞 0991 319 2098

✉️ dymat98@gmail.com

📍 San Juan City, NCR

🌐 charleso55-portfolio.vercel.app

EDUCATION

De La Salle University
College of Computer Sciences

BS IET Game Development
Minor in Data Science

SKILLS & PLATFORMS

- Python
- AppScript
- C++, C#, C
- Unity, Unreal, Godot
- VS, Jupyter

LANGUAGES

- Chinese
- English
- Filipino

PROFILES

github.com/CharlesO55

Web Portfolio

ABOUT ME

I'm a programmer building personal tools that automate my daily tasks to help produce a smoother workflow.

PROJECTS

Android Specialist

Inchican Elementary School
- Automated data extraction, deletion, and deployment of tablets with ADB.

EcoFuel LPG Trading
- Studying MDMs to reuse EOL Android devices as Kiosk/Inventory tools.

Data Science

PSA Survey Dashboard
- Interactive nationwide map depicting Livelihood reports of Income, Expenses, Professions, and Nutrition using Dash, Plotly, and Mapbox.

MRT Ridership Prediction
- Modelling with lag features to traffic per station with KNN imputation handling missing Pandemic data. ~350 RMSE with XGBoost.

Music Classifier
- Forest and Black box (xgboost) models classifying and aggregating music based on features. ~80% precision.

Voice Actor Casting Reccomender System
- Distributed webscraping pulled 8k pages daily from forums.
- Hybrid collaborative & content filtering utilized VA's best scored works to find synergized coworkers and project features. ~40% precision.

Software

Genshin Impact Database App
- Cross-platform app presenting character and weapon information with PHP requests to a MySQL database.

Game Engine
- Addition to Pardcode's DirectX11 game engine utilizing ImGui for UI.

Platform Tools
- Workflow and Automation tools for Blender, Unity, & Unreal.
- Scene adapter for cross platform import and exports.
- Google workspace automation with AppScript.

Games

AI
- Predation behaviours (Foodweb), Vehicle navigation (Tanks), Adversial stalker (Horror), Image recognition (Ollama API).

Systems
- Diverging quests, branching dialogue, inventory, saves, etc.
- UniRx, ScriptableObject, and Strategy architectures.