



CHARLES ONG

DATA SCIENCE • AI • 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

Programming Languages

- C++, C#, C, Python, JS

Cloud/PaaS

- GCP, AWS, Supabase

AI Frameworks

- Langgraph, Google ADK

LANGUAGES

- Chinese
- English
- Filipino

PROFILES

 github.com/CharlesO55

 [Web Portfolio](#)



ABOUT ME

I'm a dev building personal tools to automate my daily tasks and visualize data. Personal projects : daily UITF Navpu tracking, LPG price monitoring.



PROJECTS

Full Stack AI Developer

Stratpoint Technologies (2026)

- Google Chat for frontend cards and buttons.
- Cloud run for hosting Fastapi backend and OAuth.
- Vertexai agent engine for hosting ADK framework agent.

Data Science

DLSU IBEHT Phase 1 (2025)

- Developed pipeline to harvest brain signals from EEG devices, classify raw data with ML, then transmit results to Unity VR.

MRT Ridership Prediction

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

PSA Survey Dashboard

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

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

IcyTreats Food (2025)

- Inventory Management System with Flutter UI, Supabase DB & Auth.

Synthetic Data for CV Training

- Unity pipeline that randomly loads 3D assets, changes textures, lighting, decals, camera angle, and post processing to output synthetic images in YOLOv8 format.

Platform Tools

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

Games

Traditional AI

- Predation behaviours (Foodweb), 3D Vehicle navigation, Adversial stalker State Machines.

Systems

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