

Hyowon Bernabe — Aspiring Full Stack Developer

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PROFESSIONAL SUMMARY

Computer Science student with hands-on experience in full stack web development, backend APIs, scalable system design, and AI/ML applications. Proficient in Python, Java, Kotlin, C++, TypeScript, Javascript, and modern frontend frameworks. Passionate about building practical, secure, and efficient software solutions.

TECHNICAL SKILLS

Languages & Frameworks: Python, Java, Kotlin, C++, TypeScript, JavaScript, HTML, CSS

Frontend: React, Next.js, Tailwind CSS, Bootstrap

Backend & Databases: Node.js, REST API, PostgreSQL, MySQL, Firebase

Tools & Version Control: Docker, Git

PROJECTS

TOS Risk Summarizer | *Python, Llama 3.1, Unsloth, Gradio, LoRA* (2025)

- Fine-tuned a large language model via **Knowledge Distillation** to extract high-risk legal clauses with distinct "Verdict" and "Risk Assessment."
- Optimized training pipeline using **Unsloth**, achieving **2x faster training speed** and reduced memory usage.
- Built a **Gradio streaming frontend** enabling real-time user interaction, supporting batch evaluation of multiple documents.

Messenger Z | *Kotlin, Java, JADX, Xposed API, LSPatch* (2025)

- **Reverse-engineered Meta Messenger APK** to analyze and hook privacy-related functions, overcoming obfuscation challenges.
- Built a **non-root modification** to enable privacy features such as disabling read receipts and typing indicators.
- Developed a **lightweight patch engine** integrated directly into the APK, ensuring compatibility without external manager apps.

TAGriculture | *Kotlin, Android SDK, NFC/RFID* (2025)

- **2nd Runner Up** – 19th BIDA National Competition 2025 (Agriculture Category).
- Developed an Android app to track livestock using **NFC/RFID**, digitizing health records and eliminating manual logging.
- Improved workflow efficiency and data accuracy by replacing manual tracking with automated scanning and digital storage.

RiftHelper | *Java, REST API* (2024)

- **Reverse-engineered undocumented local REST endpoints** of the League Client Update API to automate pre-game tasks.
- Built a Windows tool to handle queue acceptance, champion selection, and swapping, **reducing manual interaction time by ~75%** for competitive players.
- Delivered a reliable automation solution that interacts safely with client endpoints without modifying the original application.

EDUCATION

Saint Louis University – Bachelor of Science in Computer Science (BSCS) (2023 - 2027)

CERTIFICATIONS

TypeTastic Champion (2024), Highest Score SCoPE & CTF (2024), 5th Montes Progue Programming Competition (2025), 2nd Runner Up 19th BIDA National Competition (2025)