

ANDRE BRYANT N. BAGALSO

BS Computer Science Graduate

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EXPERIENCE

Software Developer Intern

DOST Information Technology Division

June 24, 2024 – August 2, 2024 DOST-CO, Taguig City (Remote)

- Internship under Project LODI
- Worked on the Internal Audit Management System (both frontend and backend)
- Implemented audit-team and line-item-budget routes using Laravel, Blade, CSS, and jQuery

PROJECTS

Emblaze App

Personal Project

2025

- A browser-based MIDI renderer that visualizes and animates MIDI files.
- Built interactive visuals using PIXIJS and performance recording with CCaptureJS.
- Designed a responsive UI/UX in SvelteKit with TailwindCSS for cross-device use.
- GitHub: github.com/AndreBryant/emblaze-app
- Live Demo: emblaze-midi.vercel.app

Genetic Programming in the Synthesis of Algebraic Heuristic Functions for Pathfinding

Special Problem (Thesis)

2024 – 2025

- Conducted as a special problem for CMSC 190 in collaboration with Grandemir Baysa-Pee.
- Investigated the effectiveness of using genetic programming to find well-performing heuristics for specific game maps, using a benchmark algorithm by Bulitko et al.
- Adapted from "Fast Synthesis of Algebraic Heuristic Functions for Video-Game Pathfinding" by Bulitko et al. (2021).

Deer Game

Academic Project

October – December 2024

- A semestral project in CMSC 135 (Computer Networking) demonstrating networking concepts such as using WebSocket.
- Contributed as the developer for both frontend and backend.
- Github: github.com/AndreBryant/deer-game

LANGUAGES

English



Filipino



EDUCATION

BS Computer Science

University of the Philippines

2021 – 2025 Baguio City, Benguet

- Thesis title: Genetic Programming in the Synthesis of Algebraic Heuristic Functions for Pathfinding
- Graduated with latin honors (*cum laude*)

DOST-SEI Scholar

DOST JLSS (MERIT)

2023–2025

- DOST Junior Level Science Scholarship Program Awardee

Senior High School (STEM strand)

Calamba City Science Integrated School

2019 – 2021 Calamba City, Laguna

- Graduated with Honors

STRENGTHS

Hard-working

Attention to detail

Knowledge Acquisition

Intrapersonal and Interpersonal skills

Project Management

HTML

CSS

JavaScript / TypeScript

PHP

SvelteKit

TailwindCSS

Laravel

ReactJS

LaTeX

MongoDB

Node.js

UPB Subaybay

Academic Project

📅 Feb 2024 – May 2025

- Built an internal request tracker for the Office of the University Registrar of the University of the Philippines Baguio for the course CMSC 128 (Software Engineering).
- Led as both the Project Manager and developer.
- Designed and implemented the UI/UX for all routes and the admin dashboard, including a data export feature that automated spreadsheet report generation for processed requests.
- Github: github.com/brymer-meneses/Subaybay

LGIN1 L-System Inference Implementation

Academic Project

📅 March 2024

- Implementation of LGIN1 by Nakano & Yamada (2010) in JavaScript.
- Combines numerical and logical approaches in L-System Inference
- Github: github.com/AndreBryant/LGIN1-l-system-inference

SMF Format Spec. 1.1 (Redesign)

Personal Project

📅 July 2023

- Front-end redesign of the MIDI Spec 1.1 HTML Document by David Back (1999) using vanilla HTML, CSS, and JavaScript.
- GitHub: github.com/AndreBryant/midi-spec-webpage
- Live Demo: andrebryant.github.io/midi-spec-webpage