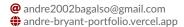
## ANDRE BRYANT N. BAGALSO

#### **BS Computer Science Graduate**



(+63) 995-199-4562 in andrebagalso





## **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)**

**2**024 - 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**

**2**021 - 2025

Baguio City, Benguet

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

# DOST-SEI Scholar DOST JLSS (MERIT)

**1** 2023-2025

 DOST Junior Level Science Scholarship Program Awardee

## Senior High School (STEM strand) Calamba City Science Integrated School

**1** 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

**MTFX** 

MongoDB

Node.js

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## **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-I-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