Dan Jheniel P. Bringas

COMPUTER SCIENCE STUDENT

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ABOUT ME

I am a third-year Computer Science with a good foundation in development and problem-solving. Experienced in using different programming languages such as Java, Python, JavaScript, C, and C++. Passionate about learning new technologies, collaborating with teams, and building practical solutions.

EDUCATION

- Amaya School of Home Industries (2019-2021)
 Graudated as with honor and finished a technical vocational subject
 Computer System Servicing.
- Holy Nazarene Christian School (2021-2023)
 Graudated senior high school as with honors in Science, Technology, Engineering, and Math strand.
- Technological University of the Philippines Manila(2023-Present) Currently studying Bachelor of Science in Computer Science.

TECH STACK & SKILLS

- Languages: HTML, CSS, Java, JavaScript, Python, C, C++
- Frameworks & Libraries: React, Bootstrap
- Databases: MySQL
- Tools & Platforms: Git, GitHub, Figma, VS Code, IntelliJ IDEA, Code::blocks

EXPERIENCE

- COS-CSC Creatives Committee (2023-2024)

 Edit and do designs of publication materials using Canva
- **UI/UX Hawk-A-Thon: Designing the Future (2025)**Joined as a Project Manager of Team Git Gud. Using Figma, we made a prototype app called AgriConnect which is an online marketplace for farmers and consumers.
- Google Developer Groups on Campus Front-End Co-Lead (2025)

 Collaborated with the team to lead front-end development by focusing on responsive designs and functionalities. Currently working on Google Developer Groups on Campus Website.

SEMINARS & WORKSHOPS

- Python Programming 101: Essential Skills for Beginner Programmers (2023)
- Google I/O Extended Cloud Manila: Build with AI (2024)
- G-Tech Summit by Google Developer Groups on Campus (2025)
- From Brain to Binary: Crafting Code with Logics and Algorithms (2025)
- UI/UX Hawk-A-Thon: Designing the Future (2025)