Daniel Hardy C. Camacho

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Education

Pamantasan ng Lungsod ng Maynila   Intramuros, Manila
Bachelor of Science in Computer Science   August 2023 - Present

Headstarter AI   San Francisco, California
Software Engineering Fellowship   July 2024 - September 2024

Universidad de Manila   Ermita, Manila
TVE - ICT | with High Honors   August 2021 - July 2023

Experience

Google Developer Student Clubs - PLM   Manila, Philippines
Data Committee under Tech Relations   October 2023 - Present
- Participated in a series of advanced technical seminars, enhancing proficiency in Python, Data Visualization, Data Analysis, and related technologies.
- Contributed to the growth and development of the tech community through knowledge sharing and active participation.
- Actively developing Data Analyst skills under partnered sponsorship with DataCamp.

PLM Computer Science Society   Manila, Philippines
Auditor   October 2023 - Present
- Supported the communication with sponsors and external organizations to build strong partnerships.
- Assisted with organizing events and initiatives that expanded the society's network and resources.
- Contributed significantly to organized a tech seminar that attracted over 100 participants, enhancing community engagement.

AWS Cloud Club Philippines - Haribon   Manila, Philippines
Data Engineer | Software Developer Skillbuilder   July 2024 - Present
- Facilitated a hands-on workshop on AWS S3 services as a speaker at an onsite event with over 50 attendees, teaching practical skills for utilizing cloud storage solutions.
- Data Developer for the official AWSCCP - Haribon Website, contributing to data integration and backend processes for the ongoing project.
- Actively participates in data and software development seminars to stay updated with industry trends and best practices.

Projects

PabiliPal ⎮ *Java, SQLite,*   **Project Leader & Backend Developer**
Stocks and Inventory System with Point of Sales Feature   *Pamantasan ng Lungsod ng Maynila*
- Led the project team through the entire development process, from planning to deployment.
- Conducted backend development using Java and SQLite for robust data management.
- Designed and implemented key features to enhance user experience and functionality.
- Managed project timelines, ensuring on-time delivery and adherence to project goals.

TALLY - Teach and Learn Life Yields ⎮ *FlutterFlow, SupaBase*   **Project Leader & Backend Developer**
Educational Tool Android App   GDSC - PLM | *InnOlympics 2025*
Winner: *Best Working App Award – ₱10,000 Cash Prize*
- Spearheaded the development of an educational Android application, ensuring seamless integration of backend services and app functionalities.
- Led a 4-person team, managing project timelines and coordinating tasks to meet competition deadlines.
- Designed and implemented a robust database architecture using Supabase, optimizing data retrieval and user experience.
- Pitched the project to a panel of judges, articulating its innovation, technical execution, and real-world impact effectively.

Chef Lakbay ⎮ *C#, Unity*   **Project Leader & Developer**
Android App Game   UMAK 13th IT Skills Olympics - (PLM Representative)
- Led and collaborated with a 3 person multidisciplinary team to ensure the project's timely completion.
- Actively contributed as the supporting backend developer, implementing game functionality in C# using Unity.
- Delivered a compelling project pitch to judges.
- Practiced effective version control and collaboration using Git.
- Demonstrated strong problem-solving skills and the ability to work effectively under pressure

Technical Skills

Programming Languages: JavaScript, C, C++, Python, Java, C#

Database Management: SQLite, SQL, Postgres, Supabase, Firebase

Data Analysis: pandas, Excel, matplotlib

Development Tools: GitHub, Figma, Android Studio, Unity, AWS S3, AWS DynamoDB

Concepts: Object-Oriented Programming, Data Structures and Algorithms