Jose Ernesto Tomanan 3rd Year BS Computer Science

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EDUCATION

BS Computer Science,
University of the Philippines - Diliman
2022 – present
- University Scholar (2223A)
- College Scholar (2223B, 2324A, 2324B)
- Cum Laude standing

BS Computer Science,
University of the Philippines - Baguio
2021 – 2022
- University Scholar (2122A, 2122B)
- DOST-SEI Merit Scholar 2021

Senior High School (Physics Strand),
Philippine Science High School - Central Luzon Campus
2019 – 2021
- Consistent Director's Lister from Grade 10 to 12

PROJECTS

Poverty and Parenting,
An economic analysis of birth rates in the Philippines
February 2024 – June 2024
- Employed data science techniques to visualize relationship between live births and poverty incidence across municipalities in the Philippines
- Utilized Python libraries: Pandas, Geopandas, Seaborn, using Jupyter Notebook

Financial Tracker,
Spreadsheet for incoming and outgoing funds
February 2023 – present
- Created with Google Sheets and Google Apps Script
- Wrote multiple functions in JavaScript that execute on startup and on command to streamline the addition of daily, weekly, and monthly entries

JoseTomanan.io, *Personal webpage*
July 2024 – present
- Online portfolio-resume presented as a single-page website created using Svelte and Tailwind
- Incorporates learned front-end tech into the site's interface

EXPERIENCE

UP Association of Computer Science Majors (UP CURSOR), *Tackle Junior Head*
September 2023 – March 2024
- Co-heading a team of 20 in planning, marketing, and promoting a 4-day hybrid setup tech career fair.
- Leading Branding & Creatives team to effectively design and market the event
- Leading Human Resources to internally disseminate the event

UP Center for Student Innovations (UP CSI),
Engineering Committee Member
August 2023 – December 2023
- Wrote web development modules and exercises designed for 2324A UP CSI applicants
- Collaborated using Git to streamline team workflow and consolidate collective output

UP CURSOR, *Member Relations Head*
March 2023 – August 2023
- Headed a team of 6 in assuring and maintaining member involvement & motivation of an organization with 100+ active members
- Created publication material for CURSOR Cares, to encourage member interaction within the organization
- Published material for Humans of CURSOR to share the experience of members in their respective fields

AWARDS

1st Place, *C(old) (St)art Hackathon*
September 16th, 2023
Old St. Labs
- 5-hour Hackathon with 14 participating teams
- Prototyped dating app **Checkmate** using Figma

Bronze (Senior Division),
International Kangaroo Math Contest 2021
April 14th, 2021
Mathematics Trainers' Guild, Philippines

SKILLS & INTERESTS

Frontend Development
Proficiency in Svelte, Tailwind

Programming Language Proficiency
Proficiency in C, C++, Python, Java, JavaScript

Git Workflow
Proficiency in collaborative Git

Spreadsheet Proficiency
Experience in Microsoft Excel, Google Sheets with JavaScript automations (Apps Script)