John Henri Reas

Backend Developer

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Project Experience

Lead & Backend Developer | Point-of-Sale (POS) System | *July 2025*

- Designed and built a desktop POS system for clothing retailers using C# and .NET WinForms.
- Engineered the backend logic for sales, inventory management (including product variants), and user access control.
- Utilized MSSQL and Entity Framework Core for robust data storage and retrieval.

Lead & Fullstack Developer | Lost & Found Management System | *July 2025*

- Led the development of a desktop application using Python and Tkinter to help school administrators record, track, and manage lost and found items.
- Implemented an SQLite database for all item reporting, searching, and claim verification.

Fullstack Developer & UI/UX Designer | TimePaws: A Gamified Note-Taking App | *Jan 2025*

- Co-developed a mobile application using Flutterflow and Dart to improve time management for students.
- Integrated a Pomodoro timer, to-do lists, and a virtual pet reward system, all backed by Firebase authentication and database.
- The project was aligned with SDG 4 (Quality Education) and SDG 8 (Decent Work).

Lead Developer | COBOL Case Study (Payroll & Loan Calculator) | *Jan 2025*

- Developed two console applications in COBOL to demonstrate core business logic.
- Created a payroll report generator that processed input files to calculate net pay and deductions.
- Built a loan calculator to compute monthly payments.

Lead Developer | Data Structures & Algorithm Case Study (Snake & Ladder) | *Jan 2025*

- Developed a 1-4 player, console-based Snake and Ladder game in Python.
- Implemented core DSA concepts, including a "save and load" feature that persists game state to a file.

Developer | C Case Study (ATM & Linked List) | *June 2024*

- Built a file-based ATM simulation in C with separate client and admin modules for deposits, withdrawals, and account management.
- Implemented a dynamic, sorted, singly-linked list from scratch to manage data in memory.

Technical Skills

Category	Skills
Programming Languages	C#, Python, JavaScript, PHP, SQL, C, COBOL, Dart
Frameworks & Tools	.NET Framework, MSSQL, SQLite, Laravel, Bootstrap, Firebase, Flutterflow, Git, Github, Figma, Canva
Key Soft Skills	Critical Thinking, Time Management, Leadership, Adaptability, Communication

Education

Bachelor of Science in Information and Technology
Polytechnic University of the Philippines - Quezon City Campus (Expected Graduation: 2027)
- **Academic Honors:** Consistent President's Lister (GWA: 1.29 - 1.46)
- **Scholarship:** DOST (Department of Science and Technology) Scholar, 2023

City of San Jose Del Monte National Science High School - Senior High School(Graduated)

- **Academic Honors:** Consistent with High Honors(GWA: 95-96)

Leadership & Achievements

- **1st Place Winner** | ProtoHype Hackathon (IT Month 2025)
- **Backend, Research and Development Team (RDT)** | COMMITS 2025-2026
- **Business Manager** | COMMITS 2024-2025
- **Cybersecurity Department Cadet** | Google Developer Group
- **Cybersecurity Team Member** | PUP-AWS

Certifications

- **Foundational C# with Microsoft** | FreeCodeCamp