Ian Christopher Tandog

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Professional Summary

Junior Java Backend Developer with hands-on training in Spring Boot, RESTful APIs, and microservices architecture through industry bootcamps and academic projects. Experienced in building full-stack applications using React, TypeScript, and Spring Boot, with strong foundations in Java, Object-Oriented Programming, and SQL databases. Actively developing real-world systems and seeking an entry-level Java/Spring Boot role.

Technical Skills

Backend: Java, Spring Boot, Spring Data JPA, REST APIs
Frontend: React, TypeScript, JavaScript, HTML5, CSS3, Bootstrap, Tailwind CSS
Databases: MySQL, SQL Server
Tools & Platforms: Git, IntelliJ IDEA, Visual Studio Code, Firebase
Concepts: OOP, Microservices, Data Structures & Algorithms, Agile, SDLC

Projects

JRJT Appliances Repair Shop Management System

Tech Stack: React, TypeScript, Spring Boot, MySQL

- Developed responsive frontend using React and TypeScript.
- Designing RESTful backend using Spring Boot following layered architecture.
- Implementing CRUD operations for repair requests, customers, and services.
- Integrating MySQL database using Spring Data JPA.
- Preparing API endpoints for frontend-backend integration.

Salon Appointment Management System (Capstone Rebuild)

Tech Stack: React, TypeScript, Spring Boot, MySQL

- Rebuilding a legacy PHP-based capstone project into a modern Spring Boot backend.
- Designing REST APIs for appointment scheduling, customer inquiries, and admin management.
- Implementing database persistence using JPA/Hibernate.
- Applying best practices in API design and backend architecture.

CERTIFICATIONS & TECHNICAL TRAINING

Accenture – Tech AmplifAI Program | Sep 2025 – Jan 2026
Ground Gurus – Advanced Java Programming (Spring Framework) | Jul–Aug 2025

Education

Bachelor of Science in Information Technology – STI College Dasmarinas   July 2025
Thesis: *Web-based Appointment System with AI-powered customer inquiry responses*

Experience

GoCrayons Digital Inc.   Silang, Cavite
Game Developer Intern   January 2025 – May 2025

- Designed and developed 2D games using Godot Engine and GDScript.
- Implemented core game mechanics, UI components, and modular scripts.
- Collaborated in agile development practices, including sprint planning and code reviews.

Languages: English, Filipino