JOEVEN BRYAN DELGADO
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EDUCATION

Metro Business College   Pasay City
Bachelor of Science in Computer Science   Expected Graduation: November 2026
• Relevant Coursework: Data Structures & Algorithms, Database Systems, Software Engineering.
• Availability: Full-time intern availability for May/June 2026 (Final academic load limited to 9 units).

Polytechnic University of the Philippines   Manila
Undergraduate Coursework in Computer Science   2015 – 2020
• Completed foundational coursework in mathematics and programming logic prior to pandemic-related intermission.
• Returned to academia in 2023 with renewed focus on software development specialization.

TECHNICAL SKILLS

• Languages: C++, Java, Python, SQL, HTML/CSS, PHP.
• Developer Tools: Visual Studio 2022, Git, GitHub, VS Code, XAMPP.
• Networking & Security: Cisco Packet Tracer (DHCP, Wireless Config), Basic Penetration Testing, OWASP Top 10.
• Concepts: Object-Oriented Programming (OOP), CRUD Operations, User Acceptance Testing (UAT), REST APIs.

ACADEMIC & INDEPENDENT PROJECTS

Jiemei Store Online Ordering System (JSOOS)   2019 – 2020
• Developed a full-stack e-commerce web application using PHP and MySQL for an agri-industrial business during the pandemic.
• Designed a relational database schema with 5+ normalized tables (Orders, Products, Cart) to handle real-time transactions.
• Created a responsive frontend interface using HTML/CSS that allowed users to view catalogs, manage carts, and track order history.
• Authored the Software Requirements Specification (SRS), including detailed Use Case diagrams and Data Dictionaries.

Cybersecurity & Network Lab Simulations   2022 – Present
• Active TryHackMe Member: Completed "Advent of Cyber" challenges focusing on Web Exploitation and Network Defense.
• Simulated enterprise network environments using Cisco Packet Tracer, configuring DHCP servers and wireless security protocols.
• Conduct regular self-study on penetration testing tools and vulnerability assessment.

Student Information Management System   2025
• Built a desktop application using [C++ / Java] to manage student records.
• Implemented full CRUD functionalities (Create, Read, Update, Delete) connected to a local database.
• Optimized data retrieval methods to ensure efficient handling of student logs.

RELEVANT EXPERIENCE & LEADERSHIP

YGG Game Testers Program   Global / Remote
Beta Game Tester & UX Evaluator   Sept 2023 –
Present
• Participated in beta testing for multiple Web3 applications, executing specific test cases to verify system stability.
• Provided comprehensive feedback on User Interface (UI), User Experience (UX), and Audio design, directly helping developers optimize game mechanics.
• Identified and reported gameplay bugs and usability issues as part of the mandatory quality control cycle.

YGG Pilipinas   Taguig City
Event Operations Volunteer   2024 – Present
• Served as Event Marshal for the YGG Play Summit and Vibes TCG tournaments, assisting in venue setup and equipment preparation.
• Monitored tournament matches to ensure fair play and adherence to game rules during live events.
• Facilitated attendee inquiries and provided technical guidance on game mechanics to new players.
• Completed the Metaversity Game Agent certification, gaining foundational skills in AI prompt engineering and Web3 market research.