Jose Ernesto Tomanan 3rd Year BS Computer Science

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EDUCATION

University of the Philippines - Diliman, *BS Computer Science* 2022 – present
- University Scholar (2223A), College Scholar (2223B, 2324A, 2324B, 2425A)
- Cum Laude standing
- DOST-SEI Merit Scholar 2021

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

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

EXPERIENCE

UP Association of Computer Science Majors (UP CURSOR), Sep 2023 – Mar 2024
Tackle Co-head
- Co-headed a team of 20 in planning, marketing, and promoting a 4-day hybrid setup tech career fair.
- Lead Branding & Creatives team to effectively design and market the event
- Lead Human Resources to internally disseminate the event

UP CURSOR, *Human Relations Manager* Jan 2025 – present
- In charge of internally disseminating the event and sign-up forms, and looking for manpower for the event proper
- Took charge of managing and scheduling material publication in the official Tackle 2025 Facebook page, through the Meta Business Suite interface

UP Center for Student Innovations (UP CSI), Aug 2023 – Dec 2023
Engineering Committee Member
- 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* Mar 2023 – Aug 2023
- Headed a team of 6 in maintaining organization involvement & motivation of 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

PROJECTS

Lutong Bahay, *Software engineering project* Sep 2024 – present
- Leading a 5-man team in designing, prototyping, and executing a full-stack Filipino recipes resource webpage with complete client and administrator views using frameworks Svelte, Tailwind, and Django-REST framework
- Taking charge in the biweekly sprint plan, review, and prospective with the team
- Took charge in designing, layoutting and prototyping the branding and user interface of the app using Figma
- Defined system & software requirements, system design, software architecture

Poverty and Parenting, Feb 2024 – Jun 2024
An economic analysis of birth rates in the Philippines
- 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

Shogimon, *Pokemon-inspired Shogi-esque game in Python* Dec 2024 – Jan 2025
- Model-View-Controller (MVC) structured video game created in Python using library Pygame
- Employs industry-ready programming practices such as the SOLID principles, design patterns, and message passing across components
- Implemented both online (networking using message passing) and offline (pass-and-play) modes

Financial Tracker, *Spreadsheet for incoming and outgoing funds* Feb 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 portfolio webpage* Jul 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

AWARDS

1st Place, *C(old) (St)art Hackathon* Sep 16, 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* Apr 14, 2021
Mathematics Trainers' Guild, Philippines

SKILLS & INTERESTS

Full-stack Development
Proficiency in Svelte, Tailwind;
Working knowledge in Django-REST framework

Git Workflow
Proficiency in collaborative Git

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

UI/UX Design
Experience in designing, prototyping with Figma

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

Project Management
Experience in overseeing a project with 6 contributors