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),   2019 – 2021
Philippine Science High School - Central Luzon Campus
- 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-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),   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 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

PROJECTS

Lutong Bahay, *Software engineering project*   Sep 2024 – present
- Leading a 5-man group in designing, prototyping, and executing a fully functional Filipino recipes database application with complete client and administrator views
- Took charge in designing, layoutting and prototyping the branding and user interface of the app using Figma
- Defined the system & software requirements, and 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

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 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

Frontend Development
Proficiency in Svelte, Tailwind

Git Workflow
Proficiency in collaborative Git

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

UI/UX Design
Working knowledge in designing, prototyping with Figma

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