

JOSE ERNESTO TOMANAN

3rd year BS CS student · Full-stack developer

EDUCATION

University of the Philippines - Diliman
B.S. Computer Science

Sep 2022 – Jul 2026

Philippine Science High School - Central Luzon Campus
Junior & Senior High School (Physics Strand)

2015 – 2022

EXPERIENCE

Pointwest Innovations Corporation
Software Engineering Intern

Jun 2025 – Jul 2025

- Tasked in a 10-man case study for developing an HR-based application for the company
- Took part in building the API endpoints using Spring Boot
- Developed testing suites to assure the quality of the application during the development and refactor process.

UP Association of Computer Science Majors (UP CURSOR)
Tackle Co-Head

Sep 2023 – Mar 2024

- 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 Center for Student Innovations (UP CSI)
Engineering Committee Member

Aug 2023 – Dec 2023

- Wrote web development modules and exercises designed for 2324A UP CSI applicants
- Collaborated using Git to streamline team workflow and consolidate collective output

PROJECTS

Lutong Bahay

Sep 2024 – May 2025

Software engineering project

- Lead a 5-man team in designing, prototyping, and executing a full-stack Filipino recipes resource webpage with complete client and administrator views using Svelte, TailwindCSS, and Django-REST framework
- Took charge as the Scrum Master in facilitating the biweekly sprint plan, review, and prospective with the team
- Took charge in designing, layouting and prototyping the branding and user interface of the app using Figma

Poverty and Parenting

Feb 2024 – Jun 2024

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

Dec 2024 – Jan 2025

Shogi-esque game in Python

- Model-View-Controller (MVC) structured video game created in Python using library Pygame
- Employs sustainable design practices such as SOLID principles, design patterns, and message passing
- Implemented both online (networking using message passing) and offline (pass-and-play) modes

JoseTmnn.Vercel.App

Jul 2024 – present

Personal portfolio webpage

- Online portfolio-resume presented as a single-page website created using Svelte and TailwindCSS
- Incorporates learned front-end tech into the site's interface, including use of libraries Iconify and Shadcn

SKILLS

Programming Language: Python, Go, JavaScript, TypeScript, C

Libraries & Frameworks: SvelteKit, TailwindCSS, Spring Boot, Django

Technologies: Git, PostgreSQL, MySQL