

MARIA LOURDES T. VILLARUZ

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[Github](#) | | [LinkedIn](#)

EDUCATION

Technological University of the Philippines - Manila

September 2021 – August 2025

Bachelor of Science in Computer Science – Cum Laude

- **Coursework:** Object-Oriented Programming, Web Development, Data Structures, Software Engineering, Artificial Intelligence, Human-Computer Interaction

EXPERIENCE

NOAH Business Applications

February 2025 - May 2025

Business Applications Developer Intern

- Performed manual testing on web systems, focusing on functionality, usability, and issue consistency across different versions and deployments.
- Collaborated closely with developers and project teams to validate features at different stages of the development lifecycle.
- Reported, tracked, and verified bugs to ensure quality during internal reviews and client-facing demonstrations.

PROJECTS

TUPScholarly - Information Retrieval System V2 [\[GitHub\]](#)

August 2024 - April 2025

- Designed and developed a comprehensive academic repository that automatically tags uploaded undergraduate thesis PDFs using text network analysis, with dynamic search functionality, real-time filtering, and intuitive navigation for efficient information retrieval.
- Led the design and development of the UI, backend, and frontend components for seamless user interaction.

TUP Corner – Information Retrieval System V1 [\[GitHub\]](#)

April 2024 - June 2024

- Designed and developed a comprehensive academic repository with dynamic search functionality, real-time filtering, intuitive navigation for efficient information retrieval, and features allowing users to request full PDF access, with different access permissions for user and admin roles.
- Designed and developed the user interface, ensuring a seamless and user-friendly experience across devices.

KenKen – Puzzle [\[GitHub\]](#)

April 2024 - June 2024

- Developed an interactive KenKen puzzle game with customizable grid sizes, adjustable difficulty levels, and a feature that allows users to manually assign groups of cells and instantly generate solutions using a backjumping algorithm.
- Designed responsive game controls, intuitive UI, and animated feedback to enhance user interaction and gameplay experience.

ADDITIONAL INFORMATION

- **Technical Skills:**
 - Frontend – End Development: HTML, CSS, JavaScript, React, Tailwind,
 - Backend – End Development: PHP, Laravel, Python
 - Database Management: MySQL
 - Version Control: Git, GitHub
- **Certifications:**
 - Web Development Masterclass (Udemy)
 - Code Yourself! An Introduction to Programming (Coursera)
 - HTML, CSS, and JavaScript for Web Developers (Coursera)