

# MARIA LOURDES T. VILLARUZ

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

## EDUCATION

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**Technological University of the Philippines Manila**

**September 2021 – August 2025**

*Bachelor of Science in Computer Science*

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

## EXPERIENCE

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**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

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**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

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- **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)