ERIKA LOUISE A. NEPOMUCENO

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EDUCATION

University of the Philippines, Los Banos
BS COMPUTER SCIENCE, 2015-PRESENT

WORK EXPERIENCE

Software Developer
FUTURITY LEARNING
(JUNE 2019 – DECEMBER 2019)
Gatsby, JavaScript, SCSS, Firebase
– Developed and deployed a website using Gatsby, JavaScript, SCSS and Firebase.
– Collaborated with a group of developers

Intern
STRATPOINT TECHNOLOGIES INC.
(JUNE 2018 – JULY 2018)
Python, JavaScript, Ant Design, Firebase
– Developed Chatbot applications with JS and Firebase.
– Created algorithms for parsing and scraping data from websites with Python and Beautiful Soup.on the project, using Github

PROJECTS

SINING
React Native, OpenCV, Python, Tensorflow
Created a mobile application for recognizing painting styles of famous Filipino artists using Convolutional Neural Networks.

SOKOBAN GAME & SOLVER
Java
Programmed a game modeled after Sokoban, with an Artificial Intelligence that is able to solve the board, and show the solution.

EXTRACURRICULAR ACTIVITIES

Chief Executive Officer
YSES EXECUTIVE DEPARTMENT
AY 2019-2020

Visuals and Logistics Department Head
YSES EXECUTIVE DEPARTMENT
AY 2018-2019

Visuals Committee Head
YSES PRACTICUM FAIR/JOB FAIR
DECEMBER 2017- APRIL 2018

Overall Activity Head
QUIZ CONTEST IN COORDINATION WITH THE INSTITUTE OF COMPUTER SCIENCE
JANUARY 2016 – FEBRUARY 2016

– AFFILIATED WITH THE YOUNG SOFTWARE ENGINEER'S SOCIETY (YSES)
– MEMBER OF THE VISUALS AND LOGISTICS DEPARTMENT (2017- 2020)

WORDSCAPE SOLVER
ElectronJS, JavaScript, HTML5, CSS
Developed a Wordscape Solver application with the Backtracking algorithm**.**

MOODAL
ReactJS, MongoDB, React Semantic-UI
Spearheaded a website that is a spin-off of the Moodle website which is a Learning Management System. It allows teachers to post, create and add students; and students to comment on the posts.