

Bernard Jezua Tandang

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Summary

An aspiring web developer with a foundation in frontend development and a passion for creating intuitive, user-centered digital experiences. Proficient in technologies including React, JavaScript, and CSS, with ongoing experience in Next.js and Tailwind CSS. Recently completed the Google UX Design Specialization. Actively seeking an internship opportunity where I can apply both my technical and UX design skills to build user-friendly solutions while continuing to grow as a developer.

Education

University of the Philippines Los Baños
Bachelor of Science in Computer Science

Aug. 2021 – present

- **Coursework:** Human-Computer Interaction, UI/UX Design, Web and Mobile Development, Databases
- **Scholarship:** DOST-SEI Undergraduate Scholar
- **Organization:** Alliance of Computer Science Students - UPLB

Projects

ICS-ASTRA: Alumni Synced Tracker for Relations and Advancement

[ICS-ASTRA](#) ↗

- Created profile management and user registration components.
- Enhanced multiple pages and modals to improve user experience and maintain consistency.
- Tools Used: Next.js, Tailwind CSS, JavaScript, Figma

Traveler: A Genshin-Inspired Slam Book Mobile Application

[Traveler](#) ↗

- Implemented all UI screens, routes, and CRUD functionalities using Dart, Flutter, and Google Firebase.
- Developed a custom interface with minimal assets, color palettes, typography, and styling to resonate with Genshin Impact's theme.
- Tools Used: Dart, Flutter, Android Studio, Google Firebase

FoodUP: Food and Restaurant Review Application

[FoodUP](#) ↗

- Retrieved data from the MariaDB backend and used SQL queries to filter based on food type, price, and rating and to ensure the CRUD functionalities are working.
- Transformed several pages from Figma to Tkinter and debugged data inaccuracy issues in the interface.
- Tools Used: Python, Tkinter, SQL, MariaDB, Figma

FastSnap: Quick Mobile Video Editor

[FastSnap](#) ↗

- Designed a prototype to navigate through features such as video trimming, adding music, and saving files.
- Interviewed potential users and created personas to create intuitive and user-friendly design decisions.
- Tools Used: Figma

QSPS: Quadratic Spline and Polynomial Solver

[QSPS](#) ↗

- Designed a user interface with custom CSS to ensure ease of use and aesthetic appeal.
- Built a shiny application using R Shiny that allows users to perform quadratic spline interpolation and polynomial regression analysis.
- Tools Used: R, R Shiny, CSS

LOLCODE Interpreter

[Interpreter](#) ↗

- Implemented algorithms in interpreting operations and statements that capture the delimiters and execute depending on their functionality.
- Used Tkinter for the front-end display and a try-except functionality to showcase the program execution.
- Tools Used: Python, Tkinter

HATID: An E-Commerce Web Application

[HATID ↗](#)

- Designed several webpages for the application, specifically product listings, shopping cart, and order tracking.
- Optimized images and other graphical assets using Adobe Photoshop to enhance visual appeal.
- Tools Used: React.js, Express.js, Node.js, MongoDB, Adobe Photoshop, CSS

Viper's Shootout: Mini Shooting Game

[Viper's Shootout ↗](#)

- Used object-oriented programming (OOP) principles to organize game components into classes and objects.
- Utilized JavaFX's layout management system and integrated multimedia elements from Adobe Photoshop and Canva to create a responsive user interface layout.
- Tools Used: Java, JavaFX, Adobe Photoshop, Canva

Skills and Characteristics

Programming Languages: Python, C, Dart, Java, JavaScript, R, SQL

Mobile Technologies: Flutter, Android Studio

Web Technologies: Git, GitHub, Express.js, React.js, Node.js, HTML, CSS, Next.js, Tailwind CSS

Database Technologies: MariaDB, MongoDB, Google Firebase

Design: Figma, Canva, Adobe Photoshop

Characteristics: Professionalism, Self-management, Adaptable, Eager to Learn, Flexible, Active Listener

Certifications

[Introduction to Front-end Development ↗](#)

June 2025

Meta

[Google UX Design Specialization ↗](#)

May 2025

Google

[Software Engineer Intern ↗](#)

April 2025

HackerRank

[React Frontend Developer ↗](#)

April 2025

HackerRank

[Google Agile Essentials ↗](#)

March 2025

Google

[Digital Skills: User Experience ↗](#)

December 2024

Accenture

Research Publications

1. Evangelista, B. A., Reyes, E. L., & Tandang, B. J. (2024, December 16). *Reality Check: A Comprehensive Review of AI-Generated Media and Detection Methods*. Available at SSRN: <https://ssrn.com/abstract=5059062> or <http://dx.doi.org/10.2139/ssrn.5059062>.
2. Vispo, R., Peña, J. R., & Tandang, B. J. (2024, January 3). *Exploring the Newest Data Visualization Tools Across Diverse Fields: A Comprehensive Review*. Available at SSRN: <https://ssrn.com/abstract=5059095> or <http://dx.doi.org/10.2139/ssrn.5059095>.