

# DAVID WILFRED E. TUAZON

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## EDUCATION

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### BULACAN STATE UNIVERSITY

Bachelor of Science in Mathematics with specialization in Computer Science

Cumulative GWA: 1.86

Malolos, Bulacan

Expected June 2026

## WORK EXPERIENCE

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### WEB DEVELOPMENT INTERN - MET Review

June-July 2025

- Implemented JWT-based authentication with secure token generation/validation.
- Built backend register and email verification handlers in Node.js/Express.
- Developed responsive React (TypeScript) frontend pages for onboarding flows.
- Ensured seamless integration via consistent API routes and secure handling.

## SELECTED PROJECTS

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### INKLINE - TEAM WORKSPACE & COLLABORATION PLATFORM

(Ongoing) 2025

- Developing a production-grade MERN + TypeScript app for team workflow.
- Implementing workspace management, invitations, and role-based permissions.
- Designing modular backend services with validation, error handling, and guards.
- Implementing comprehensive test coverage with Jest (unit, integration, and end-to-end).

### TASKFLOW - TASK & PROJECT MANAGEMENT PROTOTYPE

August 2025

- Developed a full-stack CRUD app with projects, tasks, and activity logs using MERN + TypeScript.
- Implemented slug-based routing, React forms, and consistent UI flows.
- Designed MongoDB schemas with relations; optimized queries with `populate()`.
- Served as the foundation for Incline, exposing gaps in testing and deployment.

**OTHER PROJECTS:** Handwritten Digit Recognition (CNN, PyTorch, MNIST/EMNIST) · Water Allocation Model (NSGA-II, DEAP) · Undead Academia (Unity, AI system for survival horror game)

## ACTIVITIES & ACHIEVEMENTS

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- **GMTK Game Jam 2024:** Built Unity game in 5 days; ranked #450 in Style, #1706 overall (7,565 entries).
- Published projects on itch.io and Github, demonstrating ability to deliver complete products.

## TECHNICAL SKILLS

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**Languages:** Java, C#, JavaScript (ES6+), TypeScript, Python, HTML/CSS

**Frameworks & Libraries:** React, Redux, Node.js, Express.js, PyTorch, DEAP

**Databases & Tools:** MongoDB, Jest (unit/integration/e2e), Git, Axios, REST APIs, Unity Engine