

Daniel Tindugan

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I would like to contribute to your organization as a full-stack web developer, leveraging my ability to develop E-commerce, asset management and booking system web applications using readily available web frameworks. With my passion for learning, I will be able to take part in empowering your team with my newly found coding expertise. Also my keen attention to details and in depth logical skills honed in my experience in Zuitt coding bootcamp would be a great help to the team I would participate in.

AREAS OF EXPERTISE

Hard skills

- Frontend: HTML, CSS, HTML5, CSS3
- Databases: MySQL, GraphQL, Apollo, SQL, MongoDB, MariaDB
- Scripting Languages: PHP, JavaScript,
- Frameworks: Bootstrap, Laravel, React.JS
- SDLC Phases: Development, Test, Deploy

Soft skills

- Creative
- Analytical and logical skills
- Troubleshooter
- Team Leader

PROJECT EXPERIENCE

Zuitt Coding Bootcamp

Metro Manila, PH

Seierherre Travel and Tours

2019 Nov - Dec

- A fully functional Booking System that used CRUD API, Segregated Frontend and Backend
- Technologies: Linux, Apache, MySQL, PHP, HTML, CSS, JavaScript, Bootstrap, JQuery, Laravel, Heroku, MongoDB, Express, React.js, Node.js

Seierherre Industries

2019 Oct

- Asset Management system with user friendly UI created with Laravel and Bootstrap 4
- CRUD Operations
- Technologies: Linux, Apache, MySQL, PHP, HTML, CSS, JavaScript, Bootstrap, Sass, JQuery, Fetch API, Laravel, Heroku

Mind Palace

2019 Sep

- A Static HTML webpage
- Mobile Responsive Design
- Technologies: Linux, HTML, CSS, JavaScript, Bootstrap

EDUCATION

THREE MONTHS INTENSIVE TRAINING COURSE | Zuiitt Coding Bootcamp, Metro Manila, PH
BACHELOR OF SCIENCE IN COMPUTER ENGINEERING | STI, Fairview, PH

ABOUT ME

It has always been my pleasure to solve problems and mysteries - this is how I got sucked in by many versions of Sherlock Holmes, book, TV series or movies alike. With my desire to be challenged in logical analytical field brought to picked-up chess and real-time strategy games as a hobby. In addition my love for video games brought study arts it related to making assets in game character such as 3D modeling, texturing, and color theory.