EKAVEER ERROW D. MIRANDILLA

https://errowebdev.vercel.app/ekaveer.em@gmail.com

0956-496-4001

SKILLS

Languages Java, JavaScript, PHP

Tools/Frameworks React.js, Node.js, Express.js, TailwindCSS

Databases MongoDB, MySQL

Other Git, Github, Project Management

EDUCATION

Bachelor of Science in Information Technology Mobile and Web Application

2023 - Present

National University - Manila

GPA: 3.18, Relevant Courses: Capstone Project 1 & 2, Mobile & Web Programming

Bachelor of Science in Information Technology

2022 - 2023

Central Colleges of the Philippines

PROJECTS

Portfolio Website

Personal Project — View @ https://errowebdev.vercel.app/

Designed and deployed a responsive portfolio site to showcase projects and skills

Smart Ride: Web and Mobile System

MERN STACK

 Developed a full-stack bus management system using MERN and Flutter that integrates scheduling, mapping, and maintenance tracking. Enhanced operational efficiency and real-time coordination through analytics and mobile connectivity.

Build-Stock

PHP and MySQL

 System for Hardware Companies procurement. Developed as part of our Information Security course, it integrates authentication, access control, and data protection to safeguard sensitive business operations.

EXPERIENCE

Project Manager

November 2024 - Present

National University - Manila

- Led the development of Smart Ride: Schedule, Mapping and Maintenance Mobile and Web System for Philippine Rabbit Bus Lines
- Managed project timelines, assigned tasks, and coordinated with team members to ensure ontime delivery.

CERTIFICATES

Fortinet Certified Fundamentals Cybersecurity

June 2025

The Fortinet Certified Fundamentals in Cybersecurity certification validates that the earner has
mastered the technical skills and knowledge that are required for any entry-level job role in
cybersecurity.

Unity Junior Programmer

November 2024

• The Unity Junior Programmer Pathway validates skills and competencies to be a proficient junior programmer writing scripts in C# to create interactive experiences with the Unity Editor.