Erl John R. Montaño

Bachelor of Science in Computer Science
University of the Philippines Cebu

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EDUCATION

•**University of the Philippines Cebu**   *2022 - 2026*
Bachelor of Science in Computer Science

•**University of the Philippines High School Ceby - Senior Secondary**   *2021*
Graduated with High Honors

PROJECTS

•<u>**Mimiz**</u>   *Python, Pygame*   ⊙ https://github.com/ermontano/Mimiz
  – Mimiz is a charming cat-themed maze game built with Python and Pygame. Mazes are dynamically generated using Prim's algorithm, and the cat's journey through the maze follows depth-first search (DFS) logic.
  – This academic project is a fully functional game that could be deployed with minor adjustments to the hitboxes of in-game entities.
  – Some of the assets where done manually using my account in https://www.pixilart.com/poppin-pixel
  – Some of the features of the game: You can choose 4 different cats/characters, Choose a difficulty and start solving the game.

•<u>**SupplAi**</u>   *Python*   ⊙ https://github.com/ermontano/SupplAI
  – A hackathon project, developed an AI-powered inventory management application for restaurants and fruit suppliers. The app uses image recognition to assess fruit freshness, predicting spoilage and helping businesses optimize stock management and reduce waste.
  – Designed and built the frontend interface for an AI-driven inventory app, enabling users to capture and analyze fruit freshness for better stock decisions.

•<u>**UPLoad**</u>   *CSS, JavaScript(Vue).*   ⊙ https://github.com/ctrlsolutions/upload
  – Developed a web application for faculty members to manage and generate accomplishment reports. Key features include a dashboard with graphical overviews, a personal profile page for viewing information, and automated report generation.
  – Handled design and frontend development for a web app that provides dashboards, profile views, and automated accomplishment report generation for faculty members.

•<u>**Layman's Law**</u>   *CSS, JavaScript(React and Next.js).*   ⊙ https://github.com/ctrlsolutions/laymans-law
  – Designed a web application where citizens can request legal assistance from lawyers online.
  – Web app also enables citizens to request legal help from lawyers. Included features: case management, and submit legal cases and receive help from participating lawyers.
  – Led the UI/UX design and handled frontend development for a platform that enables citizens to request legal help, featuring a legal wiki, a lawyer discussion forum, and case management tools.

EXPERIENCE

•**UPCSG Komsai Week Hackathon 2025**   *March 2025*
Team CTRL+A

  – Created a web app named "SupplAi" for sustainable inventory management to lessen any surplus or leftover for sustainability which is the team for the event
  – Integrated AI into the web app for spoilage prediction using image recognition, enabling suppliers to accurately determine optimal supply timings for food industries.
  – The project placed 8th out of the 18 groups that participated the event.

•**Pixel8**   *July 2025*
UI/UX Design Intern

  – Designed user-centered interfaces through wireframing, prototyping, and high-fidelity mockups.
  – Collaborated with developers to translate requirements into usable and visually consistent designs.
  – Applied usability and accessibility principles to improve overall user experience across digital products.

TECHNICAL SKILLS AND INTERESTS

Languages: C/C++, Javascript, HTML+CSS
Libraries : Next.js, Vue.js, ReactJs
Web Dev Tools: VScode, Git, Github
Frameworks: Vue.js, React, Next.js
Relevent Coursework: Software Engineering and System Design.
Areas of Interest: Web Design and Development, Frontend Development.
Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability