Philip Anthon L. Santiago

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EDUCATION

De La Salle University Manila
Bachelor of Science (Honors) in Computer Science and Master of Science in Computer Science
2021 - Ongoing | CGPA: 3.515

Philippine Science High School - Main Campus
2015 - 2021

PROJECTS

Rewards Platform Webapp
- Developed frontend (navbar, wallet page, footer) using React and NextJS
- Integrated website with Web3 wallets using Web3Modal
- Facilitated exchange of tokens and cryptocurrency using Wagmi

Redidit - Forum Website
- Developed full stack web application
- Designed and developed frontend using Handlebars.js
- Implemented backend using Express framework, integrated with MongoDB

Inkorporeal - Game Submission for 35th gm(48)
- Implemented UI, movement and platforming mechanics in GameMaker Language

SKILLS

Languages
- Node,js, React, Next.js,
- Express, Handlebars.js
- HTML, CSS, JavaScript
- Java, JavaFX, JSP, JUnit
- Python
- C, C++
- x86-64
- MySQL, MongoDB

Competencies
- Data structures and algorithms
- Web development
- Object oriented programming
- Relational database management
- Agile and scrum methodologies
- Computer organization
- Exploratory data analysis and statistical modeling

COMPETITIONS

Algolympics 2024 - Finals Round Participant, 6th Place

UP Diliman | 2024

DLSU Clash of the Brains: Code Clash - 5th Place

DLSU Manila | 2023

34th gm(48) GameMaker Game Jam - 20th place

gm48.net | 2020

2019 Dagitab: Junior Electrical & Electronics Engineering Expo - 3rd Place

UP Diliman | 2019

SPARK11 (Samsung Philippines Algo Research for K11) - Participant

PSHS-MC | 2019

2018 NASA Space Apps Challenge Philippines - Participant

DLSU Manila | 2018

EXTRACURRICULARS

La Salle Computer Society - Junior Officer

2023 - Ongoing

PSHS-MC Computron Club - Secretary

2019 - 2020