

James D. Bacus

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Education

Cavite State University - Imus Campus

BS Computer Science

Imus City, Cavite

September 2021 - July 2025

- Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Operating Systems, Web Development, Human Computer Interaction, Database Management Systems, Software Engineering, Networks and Communication, Digital Logic Design.

University of Perpetual Help - Molino Campus

TVL Information and Communication Technology

Bacoar City, Cavite

July 2019 - June 2021

- Developed foundational knowledge in programming (Java) and computer systems.

Work Experience

Manila Tytana Colleges

IT Support Intern

Pasay City, Metro Manila

August 2024 - February 2025

- Supported 100+ faculty and staff members with day-to-day technical requests, enabling uninterrupted teaching and operations.
- Installed temporary routers and assisted in monitoring network connectivity during major school events, which ensured 100% network uptime.
- Supported network operations including LAN cabling, router configuration, and server room connections.
- Developed confidence in diagnosing network issues, progressing from guided assistance to independent problem-solving.

Project

Neurisk: Muscle Injury Risk Prediction Web Application

- Built a full-stack web application to predict muscle injury risk from EMG signals, integrating a *Next.js* frontend with a *Django* backend for real-time accessibility and usability.
- Designed and implemented a Python ML pipeline leveraging *Scikit-Learn*, *Pandas*, and *NumPy*.
- Developed end-to-end workflows including signal preprocessing, feature extraction, model training, and deployment, bridging machine learning with practical web-based applications.

Skills & Additional Infos

Programming Language

- Proficient in Java and Python; experienced in JavaScript for frontend development.

Web Development (Framework & Libraries)

- Built a project using React, Next.js, and Tailwind CSS.

Version Control

- Experienced in using Git for version tracking and GitHub as a collaborative platform.

Design Tools

- Experienced in Figma (UI/UX design, prototyping) and Photoshop (graphic design, image editing).

Certifications

- Introduction to Software Development (LinkedIn)
- Discrete Structures (Saylor Academy)
- CS50& Introduction to Programming with Python (Harvard/edX)