

# JB Vhert Moya

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[jb-moya-portfolio.vercel.app](#), [github.com/jb-moya](https://github.com/jb-moya)

## TECHNOLOGIES AND LANGUAGES

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Languages & libraries: HTML, CSS, JavaScript, TypeScript, C++, Python, React, Node.js  
Frameworks: Express.js, Tailwind CSS, Bootstrap  
Databases: Firebase, MongoDB  
Tools: Git, GitHub, Visual Studio Code, Vercel

## PROJECTS

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### School Timetabling System

[GitHub](#)

Tailwind CSS, React, Redux, Indexed DB, Firebase, Daisy UI, Emscripten, C++

August 2024 – Present

- Collaborated with 4 team members to develop an automated school timetabling system for Batasan Hills National High School, streamlining and replacing their manual scheduling process.
- Implemented an Artificial Bee Colony (ABC) Algorithm in C++ compiled with Emscripten to efficiently generate conflict-free schedules for school sections and teachers within minutes.
- Integrated with Firebase for students, parents, and teachers to seamlessly view/download their schedule of interest.

### TUP E-commerce

[GitHub](#)

Tailwind CSS, React, Node.js, Express.js, MongoDB, Axios

January - May 2024

- Cooperated with 3 people to develop a campus online store for the Technological University of the Philippines – Manila to help school's accredited clubs and organizations to advertise and sell their merchandises.
- Implemented REST API endpoints to perform CRUD operations on MongoDB for products, cart management, users, and transactions.
- Developed JWT-based API authentication for user verification, advanced search filtering to enhance product discovery, and data pagination to optimize data fetching performance.

### To-Do Web App | [Demo Link](#)

[GitHub](#)

Tailwind CSS, React, Zustand, Firebase, Chakra UI, Gemini AI

July 2024

- Developed full-fledged, mobile responsive To-Do web app deployed in Firebase with Google Authentication.
- Integrated Gemini AI API to automate adding tasks.

### 2D predator-prey fish simulator game | [Demo Link](#)

[GitHub](#)

Unity WebGL, C#

April 2024

- Developed a 2D schooling fish simulation game implementing the Boid Algorithm to replicate realistic fish behavior, including schooling dynamics, prey (the player) avoidance, and food attraction.
- Implemented configurable parameters such as cohesion, alignment, speed, fish vision, and fear propagation to influence emergent behaviors, allowing players to customize and observe varied fish dynamics.

### YOLOv8 AI hand gesture detection Rock-paper-scissors game

[GitHub](#)

React, SCSS, Python, YOLOv8

September 2023 – January 2024

- Trained a YOLOv8 model on a dataset of over 10,000 images to accurately detect rock, paper, and scissors hand gestures, achieving 96% accuracy in controlled environments.
- Designed and developed a React-based web game integrating the AI model, enabling players to compete against an AI opponent enhanced with a probabilistic decision-making algorithm.

## EDUCATION

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### Technological University of the Philippines - Manila

2021 – 2025

Bachelor of Science in Computer Science

- DOST Junior Level Science Scholar (JLSS), 2023
- Multiple placements on the Dean's List and President's List.