

JAN NICOLE CASILLAN

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A computer science graduate that has worked with HTML, CSS, JavaScript, Java, PHP, and Python on multiple academic projects. With keen interest in assuring software projects are of a high standard, and that applications are functional and reliable for end-user's expectations.

EDUCATION

BACHELOR'S DEGREE IN COMPUTER SCIENCE, Polytechnic University of the Philippines – Sta. Mesa, Manila
President's Lister for 4 consecutive semesters
Cum Laude

INFORMATION AND COMMUNICATIONS TECHNOLOGY STRAND *MAJOR IN COMPUTER PROGRAMMING*, PHINMA-University of Pangasinan – Dagupan City, Pangasinan
2017-2019
With High Honors

INTERNSHIP

Sept 2022 – Oct 2022

FRONTEND DEVELOPER INTERN, AghimJuanPH Incorporated – Paombong, Bulacan

- Spearheaded the utilization of technologies, HTML, TailwindCSS, VueJS, and JavaScript, and provided support and instructions in troubleshooting of the dependencies used.

RESEARCH/FIELD WORK

Undergraduate Study

COMPARISON OF CAPABILITIES OF TRANSFER LEARNING MODELS IN DETECTION OF BACTERIAL BLIGHT IN CASSAVA LEAF

- Assisted in developing a mobile application that can be used in agriculture, particular to cassava farmers or growers, as an aid to determine possible bacterial blight infected cassava leaves.
- One of the lead researchers for identifying problems and coming up with solutions based on existing studies with regards to machine learning and cassava farming.
- Responsible for the development and fine-tuning of the machine learning model involved in the study.

RELEVANT ACADEMIC PROJECTS

COSC E-4: Data Mining (2nd Semester AY. 2022 – 2023)

ALEXANDRIA: AUTOMATED BOOK CLASSIFICATION WEB APPLICATION

- Managed research and analysis for the design and development of a book classifier web application utilizing machine learning.
- Outlined the main characteristics of the web application, system architecture, capabilities of the machine learning algorithm used in the system, and the outcomes of the data analysis.
- Oversaw weekly progress reports, planning of project time frame and sprints, and group meetings.

COMP 20183: Software Engineering 2 (2nd Semester AY. 2022 – 2023)

PMMS: POVERTY AND MALNUTRITION MONITORING SYSTEM OF LOCAL CITY GOVERNMENT

- Oversaw the management of project technologies and status reports from conception to implementation.
- In charge of assembling project documentation, communicating with the peer group, and setting up software dependencies.
- Identified test scenarios and created test plans to ensure correct data entry or manipulation.

COSC 40033: CS Thesis Writing 2 (2nd Semester AY. 2022 – 2023)

I-CBB: APPLICATION FOR DETECTING CASSAVA BACTERIAL BLIGHT

- Lead researcher responsible for communicating findings on the comparison of different algorithms to be used in the application.
- Tested the application for fixes and spotted areas for improvement to enhance software efficiency and usability.

COMP 20163: Web Development (2nd Semester AY. 2021 – 2022)

VETCARES: VETERINARY CARE AND APPOINTMENT MANAGEMENT SYSTEM

- Created the user interface with HTML, JavaScript, and TailwindCSS while demonstrating system usage and key features to the entire class.

COMP 20093: Information Management (2nd Semester AY. 2020 – 2021)

ART GALLERY: DATABASE MANAGEMENT SYSTEM

- Created and managed the database and used JAVA to design the user interface.
- Additionally, instructed team members on some language syntaxes, libraries, and object-oriented principles when developing the system, as well as database normalization.
- Identified test scenarios and created test plans for the database and the system.

COSC 30013: Modeling and Simulation (1st Semester AY. 2020 – 2021)

ART GALLERY: DATABASE MANAGEMENT SYSTEM

- Simulated the mobile application to check for bugs in each phase of the system.

SKILLS

SOFT SKILLS

- Providing detailed and clear instructions.
- Detail and result oriented.
- Good organizational skills.
- Promotes collaboration and engagement.
- Demonstrated adaptability and flexibility based on circumstances.
- Ability to embrace and absorb new knowledge with confidence and ease.
- Proficient in written and spoken English.

TECHNICAL SKILLS

- **Computer Languages:** HTML, JavaScript, PHP, CSS, Java, Python, C, R, MySQL, Git
- **Microsoft Office:** Word, Excel, Power Point, Publisher
- **Graphics:** GIMP, Adobe Photoshop, MediBang, Figma