GABRIEL MISLANG

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OBJECTIVE

Software Developer with 2+ years of experience in web scraping, web development, AI training, and software development, seeking part-time opportunities to contribute technical expertise and grow professionally.

EDUCATION

BS Computer Science, University of the Philippines Diliman — Expected 2027
Relevant Coursework: Programming, Mathematics

With High Honors Student, Makati Science High School — 2017 - 2023

SKILLS

Technical Skills	Python, C, Web Dev, Embedded Systems, Github, Docker, Rust, Svelte, Adobe
Soft Skills	Good communication skills, Critical thinker, Team-oriented, Motivated, Quick Learner

EXPERIENCE

Software Developer — October 2024 - Present
Nesvier Tech — *Quezon, Philippines*

- Designed and implemented web scraping pipeline to gather critical data from multiple sources, enabling data-driven insights for Project Buhay's calamity response app.
- Developed and maintained front-end and back-end features for Project Buhay's website, enhancing accessibility for users affected by calamities in Quezon City.

Private Math Tutor — September 2024 - Present
Self-employed — *Makati, Philippines*

- Increased student performance by 90% by creating tailored lesson plans for Algebra, Calculus, and Programming
- Used interactive teaching methods, enhancing student engagement and problem-solving abilities.

Video Editor Freelancer — May 2019 - September 2021
Self-employed — *Makati, Philippines*

- Edited and produced video content for clients across various industries, enhancing storytelling through skillful editing and visual effects.
- Utilized software such as Adobe Premiere Pro, After Effects, and DaVinci Resolve to create professional-grade videos, achieving consistent client satisfaction and positive feedback.

PROJECTS

Web Data Scraper Essential for Disaster Response App This repository contains web scraper developed as part of Project Buhay. The scraper extracts and organizes data essential to Project Buhay's broader goals. (Try it here)

Battle City Game using Python A tank battle game based on "Battle City" (Namco, 1985) using Pyxel. (Try it here)

EXTRA-CURRICULAR ACTIVITIES

- Actively participates as a member in Association for Computing Machinery in coding challenges, tech-talks, and volunteer initiatives.

- Actively contributing to open-source projects in Github.

LEADERSHIP

- Designed promotional materials and edited videos for various school clubs at Makati Science High School, creating visually engaging content to increase club visibility and member engagement.
- Took part of the design and layout team for Kadluan, the official school publication at Makati Science High School, overseeing page design, typography, and visual consistency to create a professional and engaging publication.

AWARDS

- Bronze in MakSci Mathematics Olympiad (2017 and 2018)
- 3rd Place in Annual Academic Olympiad Competition in English, Science, and Math (2016)
- 3rd Place in District Metrobank MTAP DepEd Math Challenge (2015)
- Qualified Division Metrobank MTAP DepEd Math Challenge (2014 - 2016)
- The Mathematical Challenge for Filipino Kids Training Program (2014 - 2018)
- Mathematics Trainers Guild Member (2014 - 2018)
- National Young Mathematicians' In-House Intensive Training Program in NCR (2014 and 2016)
- Qualified Pascal Contest University of Waterloo (2016)
- MathScore School Top Scorer (2014)
- 1st Place in Filipino Editorial Writing District Schools Press Conference (2014)
- 3rd Place in Annual Academic Olympiad Competition in English, Science, and Math (2016)
- 1st Place in AHA Science Score School Competition (2014 - 2015)
- 3rd Place District Science Quiz Bee (2015)
- 2nd Place in MakSci Digital Poster Making Science Month (2019)
- 5th Place in MakSci Digital Poster Making Science Month (2018)