

DANEAH SARMIENTO

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PERSONAL PROFILE

A detail-oriented and a keen observant individual, eager to learn about emerging technologies and acquire new skills and opportunities. I am interested in learning and working with Web/Mobile App Design and Development, and Software Quality Assurance.

Daneah Marelle M. Sarmiento

EDUCATION

University of Santo Tomas

Bachelor of Science in Information Technology Major in Web and Mobile App Development 2018 - 2022

IACADEMY

Software Development Grade 11 - Grade 12 2016 - 2018

AWARDS & ACHIEVEMENTS

College

- Dean's Lister
 - 3rd Year 1st Semester, 2nd Semester, A.Y 2020 2021
 - o 2nd Year 1st Semester, 2nd Semester, A.Y 2019 2020
 - 1st year 1st Semester, A.Y 2018 2019
- Internal Vice President
 - UST CNAG-ICS (Cisco Networking Academy Gateway -Information and Computing Sciences), A.Y 2020 - 2021
- Vice President for Documentation
 - UST CNAG-ICS (Cisco Networking Academy Gateway -Information and Computing Sciences), A.Y 2019 - 2020
- Executive Associate Documentation
 - UST CNAG-ICS (Cisco Networking Academy Gateway -Information and Computing Sciences), A.Y 2018 - 2019

Senior High School

• Grade 12 - With High Honors

EXPERIENCE

Work Immersion - Software Developer Intern Fireclay Corporation April 16 - 27, 2018 - 80 Hours

- Researched on White Box vs Black Box Testing
- Tested the company's Asset Management System using Black Box testing
- Accomplished Test Cases
- Used Jira for bug reports and project tracking
- Explored Vaadin for Java Web Application Development
- Learned and implemented Firebase Database/Cloud Storage through Android Studio

SKILLS AND ABILITIES

- HTML, CSS, JavaScript
- Bootstrap, React.JS
- Java, Visual Basic, PHP
- Android Studio
- Firebase
- Microsoft Office
- Manual Testing
- Project Management
- Document Management
- Organization

ACADEMIC PROJECTS

• A Web Catalog with Inquiry Management Application for Sleepy PH

UST Information Technology Department, A.Y. 2021-2022 Front-End Developer

• El Tomasino: A Web Application Dedicated in Promoting UST Athletes

UST Information Technology Department, A.Y. 2021-2022 - Capstone Project *Project Manager*

 POS with Inventory Management for CHO Korean Mart: An offline standalone PC POS and Inventory Management Application

UST Information Technology Department, A.Y. 2020-2021 *Project Manager*

• Tempo: An Offline Task Management Android Application

UST Information Technology Department., A.Y. 2020-2021 Developer

• BottlesUp!: Encouraging Proper Waste Disposal and Raising Awareness Through a Rewards System

iACADEMY Grade 12, December 2017 - Project-Based Learning Most Outstanding Software Development Prototype

• Improving the Flow of Traffic in the Philippines Using a Centralized Navigation System

iACADEMY Grade 11, May 2017 - Project-Based Learning

· Sidewalk: a game designed that aimed to improve the popularity of Philippine-made games

iACADEMY Grade 11, December 2016 - Project-Based Learning

EVENTS/SEMINARS ATTENDED

JavaScript Workshop

April 2021

DLSU Technology Summit 2020

November & December 2020

DICT-YouthHack Manila Startup Challenge

January 2018

Campus DevCon - iACADEMY

April 2017