

Neil Bryan DC. Dingcol

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SUMMARY

Information Technology graduate with expertise in web development and software solutions. Experienced in creating full-stack applications, interactive 3D learning games, and database-driven systems. Developed multiple academic and internship projects applying modern frameworks, cloud platforms, and scalable backend architectures. Eager to contribute technical skills to innovative web and software development projects.

SKILLS

Programming Language: JavaScript, C#, PHP, Python, SQL, HTML5, CSS3

Web Development: NextJS, ReactJS, ExpressJS, NodeJS, ASP.Net, TailwindCSS, Wordpress, Shopify

Databases: Firebase, MySQL, PostgreSQL, Azure Playfab, Supabase

Tools: Git, Github, Vercel, Unity, Postman, VS Code, Visual Studio 2022, Window Forms

WORK EXPERIENCE

COMPTROLLA TECHNOLOGIES INC.

February 2025 – May 2025

Software Developer Internship

- Built and deployed two Windows desktop applications (WinForms in C#) with SQL Server and Supabase (PostgreSQL) to streamline pharmacy operations across 6 branches.
- Developed an offline-first Purchase Approval Form system to handle inventory and ordering during poor internet conditions; enabled automatic Excel/PDF export, reducing manual entry time by 80%.
- Integrated and merged legacy customer loyalty data with new systems; added point-editing features tied to customer ID, improving record accuracy and enabling personalized rewards.
- Designed and implemented a full-stack business registration dashboard using Next.js, React, Tailwind CSS, and Express.js; enabled real-time admin approval workflows for companies and service providers.

PROJECTS

JAVASCRIPT: AN INTERACTIVE APPROACH TO PROGRAMMING THROUGH E-LEARNING (CAPSTONE)

[Github](#)

- Built an interactive 3D Unity game (C#) that teaches Java programming concepts through a level-based, gamified learning system.
- Designed progressively challenging puzzle-based levels, each ending with a quiz to reinforce programming knowledge.
- Integrated Azure PlayFab for user authentication, progress saving, and persistent data storage.
- Implemented real-time tracking of quiz scores and gameplay analytics, enabling professors to monitor and evaluate student learning outcomes.

MangaHilaw – Manga Reading Website

[Github](#)

- Developed a full-stack manga reading platform using Next.js, Express.js, Tailwind CSS, and PostgreSQL, integrated with a public REST API for manga content.
- Built secure authentication and account management with Supabase Auth, ensuring user data persistence across sessions.
- Implemented bookmarking, commenting, and custom manga lists, allowing users to track progress and personalize their library.
- Designed a responsive, user-friendly interface with smooth browsing and chapter navigation for an engaging reading experience.

TZone Tracker

[Github](#)

- Built a team timezone tracking web app with React.js, Vite, Express.js, Tailwind CSS, and PostgreSQL to support distributed teams.
- Designed features for adding team members, displaying real-time timezones, and checking availability at a glance.
- Developed a smart availability matching algorithm to highlight optimal meeting hours across multiple time zones.
- Improved remote team collaboration by reducing scheduling conflicts and providing clear time overlap insights.

EDUCATION

Bulacan State University Philippines

Bachelor of Science in Information Technology

Cumulative GPA: 1.50; Cum Laude - **Specialization:** Web and Mobile Development

Hagonoy, Bulacan

July 2025