Yuri T. Santos

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Summary

An aspiring IT professional with practical experience building full-stack applications and analyzing data. Proactively developed a foundation in cybersecurity through certifications and is driven to apply these skills in a hands-on technical role. A passionate learner committed to the continuous development of new technical skills and professional growth.

Experience

GRAM Industrial Inc. — April 2025 - June 2025
Intern — Las Piñas, Manila

- Led the development of a full-stack content management system, from initial planning and design to deployment within a 3-month time frame.
- Built the application using HTML, CSS, JavaScript, and Django, and presented weekly progress reports to supervisors to ensure clear communication and project alignment.
- Conducted data analysis on internal company metrics, providing insightful reports that supported team decision-making.
- Provided hands-on technical support by troubleshooting software issues and performing hardware upgrades to enhance workstation performance.

Love Electronics — October 2019 - December 2019
Intern — Bacoor City, Cavite

- Compiled detailed reports by extracting and validating information from the company database.
- Ensured data integrity by processing customer documents and reviewing them for errors.
- Reviewed and updated client files and customer database information to maintain accurate records.
- Maintained data security and availability by performing regular back-ups of all client records.

Projects

Student Management System — June 2025

- Developed a full-stack student management system using HTML, CSS, JavaScript for the front-end and Django framework for the back-end.
- Built RESTful API endpoints to manage all core CRUD operations, ensuring consistent front-end to back-end communication.
- Integrated features such as student and course management, grade monitoring, and subject and section handling.
- Performed thorough testing and debugging to guarantee system stability.

PyGram (Capstone Project) — November 2023 - December 2024

- Developed an educational game in the Godot engine that aims to make learning Python accessible and engaging for beginners.
- Built a custom code input system using GDScript that allows users to write Python code directly within the game interface.
- Implemented a code validation feature to provide immediate feedback on syntax and logic errors, guiding users toward correct solutions.
- Designed and added a series of interactive quizzes to test understanding of core Python concepts.

Skills

Languages:
Python, GDScript, SQL, PHP, HTML, CSS, JavaScript

Frameworks and Engines:
Django, Godot, Unity

Tools:
Git, Github, Docker, Figma, Excel

Education

Cavite State University - Bacoor Campus — October 2021 - Present
Bachelor of Science in Information Technology — Bacoor City, Cavite

Asian Institute of Computer Studies — June 2018 - March 2020
Information Communication and Technology — Bacoor City, Cavite

Certifications

Endpoint Security — January 2024
Cisco Networking Academy

Introduction to Cybersecurity — November 2023
Cisco Networking Academy