

# JOSE ERNESTO TOMANAN

4th year BS CS student · Full-stack web developer

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## EDUCATION

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### University of the Philippines - Diliman 2022 – present

#### *B.S. Computer Science*

- Cum laude standing (GWA ~1.50)
- University Scholar (2223A), College Scholar (2223B - 2425B)

### University of the Philippines - Baguio 2021 – 2022

#### *B.S. Computer Science*

- University Scholar (2122A, 2122B)

### Philippine Science High School - Central Luzon Campus 2015 – 2021

#### *Junior & Senior High School (Physics Strand)*

- Consistent Director's Lister from Grade 10 to 12

## EXPERIENCE

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### Software Engineering Intern Jun 2025 – Jul 2025

#### *Pointwest Innovations Corporation*

- Tasked in a 10-man case study for developing an HR-based application for the company
- Built API services and controllers using Spring Boot
- Developed testing suites to assure application functionality during the development and refactor process

### Tackle Co-Head Sep 2023 – Mar 2024

#### *UP Association of Computer Science Majors (UP CURSOR)*

- Co-headed a team of 20 in planning, marketing, and promoting a 4-day hybrid setup tech career fair.
- Lead Branding & Creatives team to effectively design and market the event
- Lead Human Resources to internally disseminate the event

### Engineering Committee Member Aug 2023 – Dec 2023

#### *UP Center for Student Innovations (UP CSI)*

- Wrote web development modules and exercises designed for 2324A UP CSI applicants
- Collaborated using Git to streamline team workflow and consolidate collective output

### Member Relations Head Mar 2023 – Aug 2023

#### *UP Association of Computer Science Majors (UP CURSOR)*

- Headed a team of 6 in maintaining organization involvement & motivation of 100+ active members
- Created publication material for CURSOR Cares, to encourage member interaction within the organization
- Published material for Humans of CURSOR to share the experience of members in their respective fields

## PROJECTS

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### AI-powered Grading Automation Sep 2025 – PRESENT

#### *Special project for Service Science and Software Engineering Laboratory (S3)*

- Leading a 2-man capstone project in designing, developing, and evaluating a VLM-based tool that automates the assessment early-level Mathematics questions based on rubrics and answer keys
- Designed a wireframe using Figma to demonstrate basic user flow of the proposed application
- Constructed a prototype using Google Gemini API and Python
- Taking charge of frontend development using Svelte and component libraries Shadcn and Iconify

### Lutong Bahay Sep 2024 – May 2025

#### *Software engineering project*

- Lead a 5-man team in designing, prototyping, and executing a full-stack Filipino recipes resource webpage with complete client and administrator views using Svelte, TailwindCSS, and Django-REST framework
- Took charge as the Scrum Master in facilitating the biweekly sprint plan, review, and prospective with the team
- Took charge in designing, layouting and prototyping the branding and user interface of the app using Figma

## Potterdex

Jul 2025 – present

### *Harry Potter database interface*

- Designed a Harry Potter lore database interface using React and Tailwind, along with component library Shadcn
- Integrates Axios to implement request handling and data management
- Uses routing library React Router for slug routing and context keeping across pages

## JoseTmn.Vercel.App

Jul 2024 – present

### *Personal portfolio webpage*

- Online portfolio-resume presented as a single-page website created using Svelte and TailwindCSS
- Incorporates learned front-end tech into the site's interface, including use of libraries Iconify and Shadcn

## Poverty and Parenting

Feb 2024 – Jun 2024

### *Economic analysis of birth rates in the Philippines*

- Employed data science techniques to visualize relationship between live births and poverty incidence across municipalities in the Philippines
- Utilized Python libraries: Pandas, Geopandas, Seaborn, using Jupyter Notebook

## Shogimon

Dec 2024 – Jan 2025

### *Shogi-esque game in Python*

- Model-View-Controller (MVC) structured video game created in Python using library Pygame
- Employs sustainable design practices such as SOLID principles, design patterns, and message passing
- Implemented both online (networking using message passing) and offline (pass-and-play) modes

## Finances Tracker

Feb 2023 – present

### *Google Sheets tracker with AppScript-powered functionality*

- Utilizes AppScript functions that streamline addition of daily, weekly, and monthly entries
- Uses Clasp to allow use of TypeScript, and moving of the workspace to an external repository for Git version control
- Implements SOLID principles and design patterns for codebase sustainability and maintainability

## AWARDS & CERTIFICATIONS

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### **C(old) (St)art Hackathon 2023**

*Old St. Labs*

### **IKMC Bronze Medalist (Senior Division)**

*International Kangaroo Math Contest 2021*

## SKILLS

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**Programming Language:** Python, Go, JavaScript, TypeScript, C

**Libraries & Frameworks:** SvelteKit, TailwindCSS, Spring Boot, Django

**Technologies:** Git, PostgreSQL, MySQL