

# John Henry Galino

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## Work Experience

### MYCURE

Junior Software Developer (May 2023 – April 2024)

- Created and optimized a landing page using Vue.js, Nuxt 3, and Tailwind CSS
- Maintained a large EMR application using Nuxt 2 and Vuetify, and Quasar Framework
- Helped in the creation of an advanced UX-focused EMR application using Nuxt 3 and Tailwind CSS

### University of the Philippines Diliman Computer Center

Student Assistant (Dec 2019 – July 2023)

- Provided support for University of the Philippines - Diliman in-house web services
- Assisted users in installing basic open-source software such as Linux

### D.W. Morgan

Backend Intern (Jun 2022 - Sept 2022)

- Resolved bugs that were affecting the search results displayed by a public facing order tracker made using Ruby on Rails

### Kalibr

Mobile Dev Intern (Jan 2022 – Jan 2023)

- Added features on the Kalibr mobile app (made with Dart and Flutter) such as assessment scores and recruiter notifications
- Improved the Kalibr mobile application by solving significant bugs that affected the job search functionality

### DZUP 1602

Website Supervisor and Technical Support (Sept 2021 - Dec 2021)

- Managed security and implemented improvements such as improving line kerning as directed by the supervisors in preparation of the Eskwekalikasan project using Wordpress

## Education

BS Computer Science

Aug 2019 – July 2025 (Projected)

University of the Philippines – Diliman

## Skills

Javascript/Typescript | HTML | CSS | React | Next.js | Vue.js | Nuxt.js | Tailwind | Git | Python | Dart | Flutter | Rust | Golang | F# | Nim | SQL

## Projects

### RESC

- Residential Electric Service Calculator
- Mobile app made using Dart and Flutter to compute the expected electric consumption of a residential household
- <https://github.com/jhgalino/engg150RESC>

### Vax

- Video game developed for Android using the Godot engine
- Created as a school project with a team of 4 people
- <https://github.com/Vax-CS192>

## Languages Spoken

- English
- Filipino
- Hiligaynon