# Dandee N. Galang

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Computer Engineering student passionate about programming and software development. Spend most days learning new technologies and building small projects to improve skills. Actively seeking internship opportunities to gain real-world experience, contribute to meaningful work, and grow as a future software engineer. Eager to learn from industry professionals and apply knowledge in a practical setting.

## Education

**Bulacan State University**                                                                        Malolos, Bulacan
**Bachelor of Science in Computer Engineering**                                        Expected 2027

Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Web Development, Database Management Systems, Computer Architecture

## Projects

**Full Stack Development**                                                                          Malolos, Bulacan
**MemorialDB: Cemetery Management System**                                            2025 – Present

Built a full stack server-driven web application using Vanilla JavaScript, HTML, and CSS to demonstrate strong foundational skills. Developed RESTful APIs using FastAPI (Python) to serve all dynamic content. The backend was deployed locally using Uvicorn and Ngrok to support real-time access during demos. Integrated session-based authentication for access control and stored data using MySQL, covering burial plots, user profiles, and logs. Designed a 2D aerial map of the cemetery for live plot analysis and created an admin dashboard to manage users and data.

**Game Development**                                                                                Baliwag, Bulacan
**Space Ablaze (2D Survival Shooter)**                                                        2024 – 2025

Developed an engine-less space shooter in pure C++ to demonstrate advanced knowledge in core programming fundamentals, including OOP, DSA, manual memory management, and multi-threading. Designed an ECS-inspired architecture and implemented RAII techniques to handle memory safely using pointers and references. Created a parallax background with four dynamic layers (Space, Stars, Planets, Gases) and developed an adaptive difficulty system. Built a smart pointer-based hashmap for scalable entity control. The project reached Semi-Finalist status in GameJam Plus: Asia & Oceania Region.

**WordPress Development**                                                                        Baliwag, Bulacan
**BENTA E-Commerce Platform**                                                          Sept 2024 – Oct 2024

Built a fully functional multi-vendor e-commerce site using WordPress, relying solely on free plugins to showcase deep platform knowledge. Designed the frontend in Elementor with Vanilla JavaScript enhancements for secure, AJAX-powered features like cart management and user authentication. Enabled vendors to create and manage shops while maintaining a responsive, modern UI/UX. Submitted the project to the World's Largest WordPress Hackathon hosted by InstaWP.

## Organization

**Microsoft Youth Community**                                      Malolos, Bulacan
**Technical Support**                                                  2025 – Present

   Provided technical support for university organization events, handling device setup, troubleshooting hardware/software issues, and ensuring smooth operation of technical equipment. Responsible for managing audio-visual systems, network connectivity, and general IT logistics during live events, meetings, and seminars. Contributed to successful event execution by resolving real-time tech problems under pressure and maintaining operational readiness of all technical resources.

## Achievements

- **GameJam Plus – Asia & Oceania Region**                International
  **Semi – Finalist**                                                        2025

- **Institute of Computer Engineers of the Philippines (ICpEP)**       Manila, Philippines
  **Champion – National CPE Challenge (C++ Programming)**                      2025

- **Institute of Computer Engineers of the Philippines (ICpEP)**      Bulacan, Philippines
  **Champion – Regionals CPE Challenge ( C++ Programming)**                     2025

- **9th Huawei ICT Competition (Philippines)**               Manila, Philippines
  **2nd Prize – Computing Track**                                       2024

- **Trend Micro University Capture the Flag (CTF) Challenge**       Bulacan, Philippines
  **Participant**                                                            2024

- **World's Largest Wordpress Hackathon by InstaWP**          International
  **Participant**                                                            2024

## Skills & Interests

**Framework/Library:** ReactJs, Bootstrap, TailwindCSS, OpenGL, Windows.h, Winforms, Tkinter, Java Swing, Flutter, AppWrite
**Database:** SQL, MySQL, SQLite, MariaDB, Firebase
**Tools:** Git, Github, Linux, Postman, FlutterFlow, Figma, Canva, Microsoft Office, AutoCAD
**Interests:** Game development, UI/UX design, Competitive Programming

## Certifications

**Machine Learning Course –** DataCamp
**HCIA OpenEuler V1.0 (Linux Operating System) –** Huawei Talent
**HCIA OpenGauss V1.0 (Database) -** Huawei Talent
**HCIA Kunpeng (Computer Architecture) -** Huawei Talent
**Prompt Engineering Course –** DataCamp
**Data Science Course -** DataCamp