

John Henry A. Galino

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GitHub: <https://github.com/jhgalino>

Work Experience

University Computer Center – University of the Philippines Diliman

Student Assistant

(August 2019 – July 2023); onsite (partly remote), part-time

Role overview:

- Responsible for assisting students, faculty, and staff in their inquiries about network-related problems within the University of the Philippines Diliman
- 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

(June 2022 – September 2022); remote, part-time

Role overview:

- Quickly learned Ruby on Rails to improve the client-facing public order tracker of the company
- Resolved bugs that were affecting the search results displayed by the tracker

Miscellaneous:

- This role was taken as part of a required subject for my degree. Before taking the subject, I was already under a contract with Kalibrr to work with them as an intern for a year.

Kalibrr

Mobile App Developer Intern

(January 2022 – January 2023); remote, part-time

Role overview:

- Quickly learned Dart and Flutter to work on the Kalibrr mobile app for Android and iOS
- Improved the Kalibrr mobile application by implementing useful user features and solving significant bugs that affected the job search functionality

DZUP 1602

Website Supervisor and Technical Support

(September 2021 – December 2021); remote, part-time

Role overview:

- Managed security and implemented improvements as directed by the supervisors in preparation of the Eskwekalikasan project
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Education

BSc. Computer Science
Ongoing, expected graduation (2nd Semester, 2024)

University of the Philippines Diliman

High School Graduate

Philippine Science High School – Western Visayas Campus

Skills

Programming

Web Development I am proficient with web technologies such as HTML, CSS, and Javascript. Leveraging these skills enables me to quickly create websites and web applications of simple to intermediate complexity. I am also proficient with Python and NodeJS for creating the backend services necessary for websites and web apps.

Mobile Development I am also proficient with Dart and Flutter, which can create mobile applications for both Android and iOS devices.

Game Development I have passable knowledge of creating video games using the Godot game engine, with currently one game under my belt.

Office

Microsoft Office I am familiar with the Microsoft Office suite of office programs. Specifically, I know my way around Word, Excel, and PowerPoint.

Projects

web-scrape-rs

This project is a command-line application that lets you download the HTML code of any website. It was created as a practice application to solidify my learning when I was studying the Rust programming language. The source code for this project can be found at <https://github.com/jhgalino/web-scrape-rs>.

Vax

This project was done as a requirement for the subject CS192, Software Engineering, of my degree program. This was done in the Godot game engine, with a team of 4 people. In this project, I took the role of programmer and sometimes leader when necessary. The code for the project can be found at <https://github.com/Vax-CS192>.

Languages

English – Proficient

Filipino – Proficient

Hiligaynon – Proficient