Yumi Ann S. Pangan

+63 916 761 7883 |Manila, Philippines| yumiannpangan@gmail.com | https://www.linkedin.com/in/yuan-pangan/

SUMMARY

Computer Science student with experience in full-stack development, leadership, and machine learning. Committed to building meaningful, scalable, and data-driven solutions that serve both people and communities.

EDUCATION

De La Salle University - Manila
Bachelor of Science in Computer Science Major in Software Technology

EXPERIENCE

Software Engineer Intern
Manulife IT Development Center | September 2025 – Present
As a Software Engineer Intern at MITDC, I develop and enhance microservice-based backend systems as part of the RFS team under the DP2 Project for Manulife's Asia Division. Implement and optimize RESTful APIs using Java 21, Spring Boot, and NoSQL, ensuring scalability and reliability in distributed environments. Integrate backend services with enterprise authentication, logging, and monitoring pipelines, leveraging Jenkins CI/CD for automated deployments. Write and maintain unit and integration tests with JUnit and Mockito, improving overall test coverage and system stability. Completed the Manulife University Software Engineering Program, gaining hands-on experience in system design, CI/CD, and DevSecOps practices.

Vice President for Human Resources and Development
La Salle Computer Society | Jan 2025 – September 2025
As VP for Human Resources and Development, I lead the HRD division of a 900+ member organization. I mentor 11 officers, manage internal communication strategies, and oversee major initiatives. I have directed over 20 tech-centered projects and events, including a university-wide recruitment campaign, and spearheaded the planning and execution of large-scale events attended by more than 300 participants.

Full-Stack Developer
Abstrak Motif Invento | May 2024 – July 2024
During this course, I developed a complete inventory and order management system using HTML, CSS, JavaScript, Node.js, and MongoDB. I followed Agile methodologies throughout the development process, allowing for efficient delivery and feedback-driven improvements. I focused on creating a seamless interface for client operations and integrating backend logic to streamline order processing and stock tracking.

Full-Stack Developer
Luxxe Shoppe | 2024
I designed and implemented a full online shopping platform for a startup using Tailwind CSS, JavaScript, Node.js, and MongoDB. This project followed CI/CD practices to support quick deployment and iteration. I handled both the frontend and backend components, focusing on building a user-friendly, responsive interface that enhanced the overall shopping experience.

Industry Partnership Officer & Lead Negotiator
Google Developer Student Clubs, DLSU | 2023 – 2024
In this role, I led partnership-building efforts and successfully negotiated an agreement with DataCamp that gave discounted course access to over 100 students. I also established and maintained collaborations with various tech companies to bring in new learning opportunities for student developers. I organized and coordinated industry-led tech talks and workshops to bridge the gap between students and professionals.

Founding Member & Officer in Training
BadSoc, DLSU | 2025 – Present
As a founding member of DLSU's official Badminton Society, I contributed to the growth of the

organization from its early stages. We grew to more than 300 members by implementing a weekly queuing system and offering free training sessions for players of all levels. I also helped lay the foundation of the organization's operations and culture, focusing on inclusivity, accessibility, and continuous engagement.

TECHNICAL SKILLS

Programming Languages: C, C#, Java, JavaScript, Python, Kotlin, SQL
Web Development: HTML, CSS, Node.js, Handlebars, React
Databases: MongoDB, SQL
Game & XR Development: Unity, C#, Blender
Tools & Software: GitHub, Visual Studio Code, Jupyter Notebook, MongoDB Compass, Microsoft Office, Google Workspace, Figma, Canva, Postman, Bruno

PROJECTS

Ongoing Thesis: MR. Drone
A Mixed Reality system that integrates drones into interactive performances. Developed using Unity and C#, this project explores how spatial computing and aerial movement can enhance performative environments, blending technology with the arts.

Biteboxd – A web application for reviewing and rating food and restaurants, inspired by the concept of Letterboxd for movies. Users can browse, add, and share reviews in a clean and responsive interface.

MediSync
A cloud-integrated medical management system designed to streamline appointment scheduling, patient record-keeping, and doctor matching. Features include admin control, automated inventory tracking, and AI-assisted doctor recommendations. Built using the MERN stack and AWS services.

FeVR
A virtual reality height simulator developed in Unity using C#, designed to help users gradually overcome fear of heights through immersive exposure.

Machine Learning for Breast Cancer Detection
Built a machine learning model that classifies tumors as benign or malignant using Python, scikit-learn, NumPy, and Jupyter Notebook. This project demonstrated the application of data science and predictive analytics in healthcare.

Abstrak Motif Inventory System
Developed a full-featured inventory and order management system for a startup using HTML, CSS, JavaScript, Node.js, and MongoDB. Designed for real-world deployment with responsive interfaces and backend logic tailored to client operations.

GitHub: github.com/yuanpngn