Andre Milan A. Arañas

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Third-year BS Computer Science student at UP Cebu with a strong interest in frontend development. I have built several academic and personal projects using React, Next.js, and TypeScript, primarily taking ownership of the frontend — UI structure, component design, and client-side logic. I am looking for an internship where I can apply what I have learned, work alongside experienced developers, and grow in a professional engineering environment.

Projects

IskoArena | IskoArena | TypeScript · React · Tailwind CSS · PostgreSQL

- Conceptualized the project and its core features; coordinated task division across a 5-person team.
- Owned the implementation of the media page — a fully functional social feed where admins can post images and reels, with working like, comment, and share functionality for both admins and users.
- Contributed to frontend development across other sections including the leaderboard, player profiles, and match management interface.

Donezo | HTML · CSS · JavaScript · Node.js · Express.js · PostgreSQL

- Contributed to a 5-person team building an offline-first personal Kanban app with real-time cross-device sync via WebSockets and last-write-wins conflict resolution.
- Implemented the background cron job that automatically purges soft-deleted tasks on a daily schedule using node-cron.
- Handled API testing and documentation; wrote the project README covering setup, environment configuration, and multi-device demo instructions.

Tacfinity | TypeScript · React · Vite · Tailwind CSS · Express.js · Socket.io · PostgreSQL · Prisma

- Contributed to a team-built online multiplayer Tic Tac Toe platform with private room codes, WebSocket-based synchronization, ELO rankings, and offline bot support.
- Owned the entire offline game feature — ported imperative game logic into a React hook and built all game UI components (board, setup panel, status bar, game cells) using shared AI engine and game state classes.
- Fixed a matchmaking bug where online games were incorrectly tagged as casual instead of ranked; also implemented the player profile page and 404 page.

San Bidet Cebu | Flutter · PostgreSQL · Vercel

- Built a crowdsourced bidet-rating platform for Cebu restrooms as a solo personal project, allowing the public to submit and browse CR locations based on whether a bidet is available.
- Sole full-stack developer — handled both the public-facing listing interface and a separate admin dashboard for managing location submissions and ratings.

Sorting Algorithm Calculator | HTML · JavaScript · CSS · Vercel

- Built an interactive scheduling algorithm calculator as a personal study tool for an OS exam, supporting FCFS, SJF (Non-preemptive), SJF (Preemptive), Priority, and Round Robin.
- Recognized its broader utility and deployed it publicly for student use; responsive across desktop and mobile.

Technical Skills

Frontend: React, Next.js, TypeScript, JavaScript, Tailwind CSS, HTML, CSS, Responsive Design, Socket.io Client, Flutter
Backend & APIs: Node.js, Express.js, PostgreSQL, Supabase, tRPC, bcrypt, Socket.io Server, Prisma ORM
Tools: Git, GitHub, Vercel, Docker, Postman, VS Code

Education

University of the Philippines Cebu Expected: Jul 2027

Bachelor of Science in Computer Science

Relevant Coursework: Data Structures & Algorithms, Operating Systems, Database Systems, Software Engineering, Computer Networks

Philippine Science High School - Central Visayas Campus Graduated: May 2021

Science, Technology, Engineering & Mathematics

With High Honors