

Angela Denise Almazan

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<https://github.com/ausdotsn50>

Education

University of the Philippines Visayas

BS Computer Science

Miagao, Iloilo

2023 - 2024

University of the Philippines Tacloban College

BS Computer Science

Downtown, Tacloban

Expected Graduation Date - 2027

University of the East

STEM - Graduated with High Honors, Ranked 18th in the Batch

Sampaloc, Manila

July 2023

Experience

Video Editor

Freelance

Remote

2017 - Present

- Explored and used Adobe Creative Suite tools (Photoshop, Premiere Pro, Audition, After Effects) since junior high, completing multiple school and commissioned projects

Samuel Digital

Intern

Remote

2023 - 2023

- Gained hands-on experience in lead generation strategies, particularly through cold emailing
- Managed and maintained the company's CRM database to ensure accurate lead tracking
- Utilized tools such as GoHighLevel and Pipedrive to streamline and optimize the lead generation process

Samuel Digital

Social Media Manager

Remote

2023 - 2023

- Managed the Facebook and Instagram presence of US-based flooring contractor businesses, boosting reach and maintaining page performance
- Designed high-quality, flooring-related marketing materials and primers with Canva
- Created and scheduled weekly social media content with Metricool to drive consistent engagement

Samuel Digital

Blog Coordinator

Remote

2025 - Present

- Manages blog posting for US-based flooring contractor businesses, scheduling daily posts to improve site SEO performance and search rankings
- Customizes and maintains WordPress blog pages by leveraging fundamental web development knowledge

Leadership & Activities

UE Manila - Circulo Matematica

President

Sampaloc, Manila

2022 - 2023

- Supervised all club officers and members, ensuring smooth operations and effective collaboration
- Coordinated directly with the Senior High School administrative body to align club activities with institutional guidelines
- Led in organizing and facilitating remote math-related events designed to strengthen logical-mathematical intelligence while in remote learning
- Managed the club's social media presence, creating high-quality content, increasing page engagement, and producing professional primers to boost visibility

**UE Manila - UE Sigma
Project Manager**

Sampaloc, Manila
2022 - 2023

- Collaborated with the club president in planning upcoming activities and assisted in preparing post-activity documentation
- Contributed as a peer tutor in one of the club's core quarterly events (peer tutoring), specifically on the Pre-Calculus session

CS50x: Introduction to Computer Science (Online Course)

Harvard University
2025 - 2025

- Gained a strong foundation in computer science by programming in C, exploring core concepts such as algorithms and data structures, and later expanding to fundamentals of Python, SQL, HTML, CSS, JavaScript and Flask
- Developed an iOS-based Point of Sale (POS) application as final project for the course

Projects

Alzar

- Developed a full-stack iOS-based Point of Sale (POS) application to streamline order processing for water refilling station businesses
- Utilized React Native (Expo SDK) for the frontend, Node.js for the backend, and PostgreSQL for database management

Malware Invasion (CMSC 12)

- Developed a 2D game inspired by the classic *Space Impact* as the final project for an object-oriented programming course
- Led the project's development, implementing core gameplay mechanics and contributing the majority of the codebase
- Implemented in Java

Jog Squad (CMSC 21)

- Built a command-line jogging tracker that manages user profiles and records running sessions
- Includes features to display achievements and generate personalized health insights such as calories burned
- Led development by defining requirements and driving implementation
- Implemented in C

UPV Mayhem (CMSC 11)

- Designed a GUI-based catching game with interactive gameplay elements using the Tkinter library
- Designed the assets using photo manipulation in Photoshop
- Applied introductory object-oriented programming principles in structuring the application
- Led the project's development, implementing core gameplay mechanics and contributing the majority

of the codebase

- Implemented in Python

Skills & Interests

Technical: React Native, Flask, HTML, CSS, Javascript, Java, Python, C

Adobe Toolset: Photoshop, Premiere Pro, Audition, After Effects

Language: Fluent in English, Filipino, and Waray

Interests: Music, Film, Jogging