

Mervin John Tampus

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Professional Summary

Versatile Software Engineer and Computer Engineering Educator with over 3 years of experience building responsive, practical web applications. Focused on leveraging modern frontend frameworks like **Next.js** and **React** alongside Backend-as-a-Service (**Supabase**, **Firebase**) architectures to rapidly build and deploy user-friendly products. Experienced in managing projects from concept to final deployment, handling data workflows, and effectively communicate technical concepts through teaching and research documentation.

Technical Skills

- **Frontend Web:** Next.js, ReactJS, TypeScript, JavaScript (ES6+), Tailwind CSS, Framer Motion, HTML5, CSS3
 - **Backend & BaaS:** Supabase (PostgreSQL-backed BaaS), Firebase (Firestore NoSQL/Auth), Resend API, REST APIs
 - **Mobile & Hardware:** Flutter, Dart, C, C++
 - **Developer Tools & Methods:** Git/GitHub, Figma, AI-assisted development, Role-Based Access Control (RBAC), UI/UX Design
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Work & Project Experience

Cebu Institute of Technology - University | Cebu City, Philippines

Computer Engineering Faculty & Lead Developer | June 2023 – Present

- **Department Web Portal:** Architecting and engineering the official departmental web platform using **Next.js** and **Supabase**, establishing a centralized portal featuring dynamic announcements, interactive academic prospectuses, and an anonymous student community "Freedom Wall."
- **Technical Leadership:** Instruct and mentor up to 45 engineering students per cohort across advanced tracks including Software Design, Operating Systems, Computer Architecture, Microprocessors, and Object-Oriented Programming.
- **Code Review & Mentorship:** Cultivate production-level coding standards, software debugging practices, and system architecture fundamentals for aspiring software engineers.

Freelance & Independent Software Engineer | Remote / Contract

Full-Stack / Frontend Web Developer | May 2023 – Present

- **Rental Management Dashboard (2026):** Built a property tech application using **Next.js** and **Supabase**. Implemented secure Role-Based Access Control (RBAC) separating tenants and landlords, real-time multi-room tracking, maintenance ticketing pipelines, and an administrative reporting view.
- **Gamified Habit Tracker App (2025):** Created an interactive habit tracking web application utilizing **Next.js** and **Supabase**. Architected logic for streaks, XP gains, tier progression ranks, and global leaderboards; managed robust frontend states to handle both signed-in and guest user sessions.
- **Hermias Enterprises Landing Page (2025):** Co-designed and solely programmed a high-visibility marketing website utilizing **Next.js**, **Tailwind CSS**, and **Framer Motion** for smooth user animations. Integrated automated lead capture workflows powered by the **Resend API**.
- **Dilaab Digitals Payroll System (2023 – 2024):** Partnered in the full lifecycle development of an automated attendance and logging system scaling to **160+ active employees**. Programmed an automatic calculation system processing manual timesheets and detailed task descriptions into dynamic, downloadable administrative reports utilizing **Next.js** and **Firebase**.

Symph | Cebu City, Philippines

Software Developer Intern | July 2022 – January 2023

- Implemented responsive interface layouts and highly reusable component structures following rigorous organization coding standards.
- Collaborated tightly across multi-functional sprint teams comprised of project managers, designers, and tech leads to identify and fix cross-browser bugs.

Program The Future 2021 – Accenture | Philippines

Mobile Game Developer | June 2021 – July 2021

- Developed a simulation game UI/UX prototype using **Flutter** and **Dart**.
- Participated in advanced technical mentorship workshops spearheaded by Accenture Managing Directors to refine user engagement design patterns.

Publications & Research

- **Primary Author**, "*Connecting What Students Believe to How They Learn: Effects of Epistemological Beliefs on Learning Approaches and Academic Performance*"
 - Presented at the **7th International Conference on Engineering Education and Innovation (ICEEI 2025)**, Indonesia.
 - **Status:** Accepted & In Production for publication in the **AIP Conference Proceedings**, May 2026.
 - **Key Focus:** Applied analytical and quantitative methods to evaluate data correlations between student cognitive frameworks, learning methodologies, and academic outcomes.
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Education

- **Master of Engineering Education (Major in Computer Engineering)** | 2025
- **Bachelor of Science in Computer Engineering** | *Magna Cum Laude* | 2023
- *Honors & Awards:* DOST-Merit Scholar (2019–2023), Regional C++ Programming Champion (ICPEP R7 2022), C Programming 1st Runner Up (ICPEP R7 2021)