

John Henry Galino

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Skills

Programming Languages: JavaScript/TypeScript, Python, PHP, Dart, Common Lisp, C#
Frameworks: React.js, Next.js, Django, Laravel, Flutter
Developer Tools: Git, Docker, Docker Compose, Emacs

Work Experience

Software Engineer, Veda Technologies Inc. - Full-Time Nov 2025 - Jan 2026

- Designed and implemented RESTful APIs for a multi-industry management application using Node.js (AdonisJS) and PostgreSQL
- Led frontend development with React, conducting PR code reviews and advising engineers on technical implementation decisions
- Optimized developer experience by providing type-safe serialization between the backend and the database

Software Engineer, White Cloak Technologies - Full-Time Aug 2025 - Nov 2025

- Developed full-stack features for the first national database application for Filipino athletes, built in coordination with the Philippine Sports Commission
- Led initial implementation of an AI-powered employee management mobile app, designing notification systems and improving user engagement

Software Developer - Freelance Aug 2024 - Jan 2025

- Restructured a FlutterFlow-generated Flutter application, reducing code size by 40% through strategic refactoring
- Integrated Go NATS library via Dart FFI, replacing an unmaintained dependency and enabling reliable real-time messaging
- Collaborated with clients to prioritize features and test solutions thoroughly before deployment

Software Developer, MYCURE - Part-Time May 2023 - Apr 2024

- Built UX-focused features for a large-scale Electronic Medical Records system using Nuxt 3 and Tailwind CSS, decreasing codebase size by 10%
- Debugged and refactored legacy code in Nuxt 2, Vuetify, and Quasar, cutting reported issues by 10%
- Created high-performance landing pages achieving 90+ Lighthouse scores for SEO and accessibility

Backend Developer, D.W. Morgan - Internship Jun 2022 – Sept 2022

- Created new features for a client-facing public order tracker using Ruby on Rails
- Implemented bug fixes related to order tracking on the Active Record models of the application
- Improved the experience on the public order tracker for around 100,000+ users monthly

Mobile App Developer, Kalibr - Internship Jan 2022 - Jan 2023

- Developed features and UI improvements on the Kalibr mobile app using Dart and Flutter
- Fixed bugs affecting the job search feature of the app, resolving problems for 1000+ jobseekers
- Improved the usability of the app for 10+ companies and 1000+ jobseekers using the platform

Website Supervisor and Technical Support, DZUP 1602 - Contract Sept 2021 – Dec 2021

- Managed website security and implemented technical improvements in preparation for the Eskwekalikasan project, following guidance from senior supervisors.
- Supported the technical operations of the organization's online platform, ensuring reliability and readiness for upcoming campaigns.

Projects

Philippines API

<https://codeberg.org/jhgalino/philippines-api>

- Developed a lightweight REST API providing data on Philippine cities and municipalities.
- Scraped data from Wikipedia and stored it in a PostgreSQL database for efficient querying.
- Built the backend with Go, using Gin for routing and GORM for ORM, and deployed the service with Docker Compose for easy containerized setup.

Cinemata CMS

<https://github.com/EngageMedia-video/cinematacms>

- Improved a content management system (CMS) built with Django and React.
- Replaced the existing rich text editor with TinyMCE, enhancing the text editing experience by adding live previews and drag-and-drop upload capabilities.
- Improved UI/UX by updating page styles to align with Penpot design prototypes, ensuring consistency and modern aesthetics.

P system simulator

https://github.com/Koniiro/Galino_Gonzales_P-system-simulator

- Developed a simulator for a P system, a theoretical model of computation, using pure Python.
- Implemented the command-line interface (CLI) using only Python's standard library, enabling user interaction without external dependencies.
- Contributed to the core logic and functionality of the simulator through collaborative development and code review.

Vax

<https://github.com/Vax-CS192/Vax>

- Developed a game project using the Godot game engine as part of a software engineering course.
- Collaborated within a 4-person team, primarily serving as lead programmer, while also taking on leadership responsibilities when needed.
- Focused on implementing core gameplay mechanics, managing version control, and ensuring project milestones were met.

Web-scrape-rs

<https://github.com/jhgalino/web-scrape-rs>

- Built a command-line application to fetch and display the HTML content of any given website URL.
- Utilized popular Rust crates such as clap for argument parsing and reqwest for HTTP requests, demonstrating proficiency in building CLI tools and working with external APIs.

Education

University of the Philippines - Diliman
B.S. Computer Science

2025