

# VENICE ANNE M. MANACOP

Computer Science Student

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<https://created-by-the-creator.github.io/venice-anne-manacop/>

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## PROFILE

I'm a Computer Science student who enjoys building systems that solve real-world problems and improve everyday processes. I focus on turning ideas into practical and user-friendly solutions through coding and design. I'm continuously learning and exploring ways to grow while creating meaningful work.

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## EXPERIENCE

### UI/UX Designer & System Planner March 2026

*AniTech Team (Hackathon Participant)*

Designed interactive wireframes and prototypes using Figma for a farm logistics and market coordination system. Contributed to system planning, feature development, and user flow design. Collaborated with the team in research, concept development, and proposal writing for a hackathon project.

### Project Leader March 2026 - May 2026

*Project EcoBayanihan*

Led a team in organizing and executing community clean-up and repair activities. Coordinated tasks, materials, and manpower to ensure smooth on-site operations. Demonstrated leadership, teamwork, and project coordination skills.

### System Developer February 2026

*Academic Project*

Designed and developed a system to digitize and simplify the educational assistance application process. Addressed real-world issues such as long queues, manual processing, and lack of status updates in the Philippines.

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## EDUCATION

### BS Computer Science 2025-2029

*Batangas State University - Alangilan Campus*

### Senior High School 2023-2025

*Tanauan City Integrated High School*

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## PROJECTS

### AgriNet March 2026

<https://created-by-the-creator.github.io/venice-anne-manacop/>

A unified farm logistics and market coordination system designed to help smallholder farmers improve transportation and access to real-time market data. Features include a logistics coordinator, market intelligence dashboard, and collaborative selling system. Designed using Figma with a focus on user flow and system usability.

### Educational Assistance Application and Monitoring System February 2026

<https://github.com/created-by-the-creator/educational-assistance-python>

A console-based application that digitizes and streamlines the educational assistance application process. Allows tracking of applications, management of requirements, and improves transparency for students and administrators using structured data handling.

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## SKILLS

C++ · C · Python · HTML · CSS · Basic Debugging and Error Handling · Git & GitHub · Figma · Technical Writing · Academic Writing · Content Creation · Leadership · Team Collaboration · Time Management