

Azrael Casilan

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PROFILE

- 2 years of experience using HTML 5 for mock-ups, ensuring accessibility compliance.
- Designed 2D graphics and animations for interactive simulations, improving visual clarity and enhancing the user experience for both peers and instructors.
- Collaborated with a cross-functional team of 5–10 students on 2D and 3D interactive projects, improving team communication and ensuring timely project delivery.
- Currently pursuing a Full Stack Web Development Diploma at Red River College Polytechnic, applying skills in Java, JavaScript, HTML5, Python, and CSS, developing full-scale Interactive applications with both frontend and backend functionality.
- Works best in organized environments with clear goals and objectives, preferring projects with outlines and specified goals.

EDUCATION

Diploma in Full Stack Web Development

Red River College Polytechnic

Sept 2025-Dec 2026

Winnipeg, MB

Relevant Coursework:

Web Development

- Hands-on experience working with HTML and CSS, comfortable with different displays and layouts and the ability to change how it's presented based on the user's device.
- Creating a website from a given client's design, effectively using CSS and producing results identical to the given layout.
- Making websites accessible by conforming the code to HTML5 standards, returning little to no errors on a given HTML page.
- Learning to link and use external JavaScript files to create desired effects, like fetching and displaying data on a webpage
- Understanding and creating JSON files to display relevant data on a web page
- Creating form validation in JavaScript and ensuring the page doesn't submit the data until the requirements are met

Programming 1

- Reported and analyzed errors in Java programs. Compiled and tested each program, reporting the logical errors provided in single line comments.
- Created short Java programs based on given criteria. Used problem solving skills to deliver the provided goal, troubleshooting and rewriting code when given an error. Produced effective programs without error.
- Created user-made Java classes and test clients. Filling out and understanding the test plan, executing the tests in a static main function. Generated Javadoc websites to properly document the created classes. Understanding the syntax and proper documentation associated with a Javadoc, providing clear and effective API.

IT foundations

- Explored a virtual machine and understanding the guest machine's properties. Renamed the guest machine through the command line and generated a proper report of the change to the file system. Sandbox environment provided a better understanding of Windows OS.
- Created a self-hosted database through Linux. Set up its server and created an administrator account, delivering an effective database.
- Worked with other students to create different branches of a database in python. Created a personal branch on a GitHub repository, updating my team on progress and delivering effective summaries when pushed to origin. Displays a working server among the other servers, showcasing a unique database from the rest.
- Managed databases in Excel. Changed and altered existing entities on the table and remove irrelevant data.
- Created a simple network through a virtual simulation. With understanding of how the hardware interacts with one another, delivered a shared Ethernet connection. Submitted comparisons of the IP addresses contained in the simulated PC and laptop.
- Created a self-hosted database in Linux. Installed an OpenSSH and enabled an accessible port, ensured the server was accessible with any address using the WSL command line. Inserted given data for the table, allowing the table to be accessed by a newly created admin user. Server operates when Debian is open, allowing for a proper database to be given queries
- Built a hypothetical PC and compared its uses and price to a pre-built PC. Researched different IT related jobs and the requirements necessary for those jobs, putting together parts that match that criteria. Balancing budget and practicality produced a better understanding of how each component plays a role in an individual's computer system.

Database Management Systems

- Created SQL queries based on given criteria or problems. Creating different where clauses, joining tables, understanding and using
- Working with a given client to document which of the client's locals leave and enter nearby tourist attractions. Understanding and creating imposed limitations for the data to not be repetitive or unnecessary based on what the client is looking for, creating an entity-relationship-diagram based on the client's needs, enforcing restrictions. Delivered a table based on the limitations and client needs.
- Reformatted given tables through normalization. Compared the starting tables with first, second and third normalization and removing repetitive data. Added necessary tables for organization purposes and clarifying the time anomalies present in the original dataset. Accomplished a polished table that follows a better table design philosophy.

CERTIFICATION

Interactive Digital Media Course **Sep 2023 – Jun 2024**
 Technical Vocational High Winnipeg, MB

- Completed an Interactive Digital Media course focused on the game development pipeline, including Game Design Documents, deadlines, and communication. Developed a 2D horror game and a 2D platformer as third-year projects.
- Collaborated with other students to manage projects based on self-assigned deadlines and guidelines. Created 2D assets within given timeframes, communicating with the team via Click Up. Our team managed a reasonable scope and ensured everyone is on track to meet deadlines.
- Delivered software for clients, working closely with them and ensuring a finished program before the term ends. Worked with different students, adjusting to different needs and criteria.

Computer Science Course **Sep 2021 – Jun 2023**
 Technical Vocational High Winnipeg, MB

- Completed an Information Computer Science course focused on programming fundamentals through game design, project management and independent learning.
- Worked in Unity 3D to understand object-oriented principles, debugging code and troubleshooting C#.

- Created a Unity 3D maze simulation for a final project, displaying knowledge of engine physics and C# logic.