

Benedick M. Mercado

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Portfolio: <https://benedick-portfolio.vercel.app/>

Github: <https://github.com/Benedick2403>

Education

Tarlac State University - College of Computer Studies

Bachelor of Science in Computer Science

Cumulative GWA: 1.4764

San Isidro, Tarlac City

August, 2021 - July, 2025

Certifications: Introduction to Networks, CISCO Certifications: Switching, Routing, and Wireless Essentials, Cyber Threat Management

Technical Skills

Languages: HTML5, CSS3, JavaScript, Python, Java

Tools and Technologies: Bootstrap, Tailwind, MySQL, PostgreSQL

Projects

Ghibli Trailer - Collection of Trailer from Ghibli Studio

October, 2023

Front-End Development and Backend Development

- Developed a collection of trailer videos from Ghibli Studio using HTML, CSS, and JavaScript.
- Designed an aesthetically pleasing and user-friendly interface to enhance user engagement and accessibility, demonstrating proficiency in UI/UX design and front-end development.

Chie-ken Haus - Mock Restaurant Page

December, 2023

Front-End Development and Backend Development

- Developed a mock restaurant page using Tailwind CSS, PHP, and MySQL.
- Integrated user registration, and user authentication to enable user access control, ensuring protection of user's data.
- Implemented a reservation system using PHP, and MySQL showcasing ability to query proficiently.
- Used Tailwind CSS for frontend development, demonstrating expertise in UI/UX design.

AutoSpotter - Parking Management WebApp

December, 2023

Front-End Development and Backend Development

- Developed a parking management web app using ReactJS, SocketIO, MySQL, and Express.
- Integrated live updates on parking availability using SocketIO, enhancing user experience with real-time data.
- Designed a responsive interface with ReactJS, ensuring uninterrupted user interaction on different devices.
- Implemented a booking system for spot reservation, and an admin dashboard for monitoring and managing occupancy.

Rock-Paper-Scissor - Simple Web Game

June, 2024

Front-End Development and Backend Development

- Developed a simple web game of rock-paper-scissor using HTML, CSS, and JavaScript.
- Designed an aesthetically pleasing and user-friendly interface.

Etch- A-Sketcher - Simple Grid Sketcher

June, 2024

Front-End Development and Backend Development

- Developed a simple grid sketcher using HTML, CSS, and JavaScript.
- Designed a visually pleasing and user-friendly interface.

**Infinite Descent: A 2D Game with Enhanced Procedural Dungeon Map
Generation Through Wave Function Collapse (WFC) And Assets Generation
Using Generative Adversarial Networks (GANs) – Procedural Map Generation (Thesis)**

April, 2025

Front-End Development and Documentation

- Developed a project using Unity, Python, Pytorch, C#.
- Designed a fitting interface to the game, matching different atmosphere.