Arnie Dela Victoria

Bagong Pook San Antonio St, Cavite CIty
P: +639765650823 | arnie.delavictoria09@gmail.com
Portfolio: https://github.com/BoaHankokku / Arnie Dela Victoria

OBJECTIVE

Motivated IT graduate with a strong foundation in software development, UI/UX design, and troubleshooting. Proficient in C#, WinForms, HTML, CSS, and Microsoft 365 applications. Seeking to contribute technical expertise and creativity in a professional environment where I can enhance user experience, optimize business operations, and further develop my skills as a Junior Developer.

EDUCATION

Cavite National High School
High School Education / 2015 - 2019

Key Modules: General Science, Mathematics, English, Filipino, History

Cavite National High School - Senior High School
Computer Systems Servicing / 2019 - 2021

Key Modules:
- Computer Hardware and Software Troubleshooting
- Networking and Cabling
- Operating Systems Installation and Configuration
- Basic Programming and Scripting
- IT Security Fundamentals

Cavite State University - Cavite City Campus
Bachelor of Science in Information Technology / 2021 - 2025

Key Modules:
- Database Management
- Programming Fundamentals
- Web Development
- Mobile Development

WORK EXPERIENCE

Office of the Mayor   Cavite City, Cavite
IT Intern   Mar 2025 – June 2025
- Assisted in verifying client requirements and encoding data for financial assistance applications at the City Mayor's Office.
- Collaborated with the IT department to maintain and update existing web applications and digital records
- Performed basic IT support tasks such as troubleshooting computer issues and installing necessary software.
- Provided assistance during office events and other tasks assigned by supervisors, ensuring smooth operations.
- Helped maintain and update records using Excel to ensure accurate and up-to-date client information.

PERSONAL INFORMATION

Date of Birth: Sept 30, 2003
Gender: Female
Civil status: Single
Nationality: Filipino
Languages/Dialects: English, Filipino

PROJECTS

2D Game Development (Thesis Project)
- Developed a 2D game using Unity and C#.
- Implemented game physics, animations, and UI interactions.
- Gained intermediate proficiency in C# and Unity Engine.

Photobooth Website (Personal Project)
- Designed and integrated a photobooth website using WordPress.
- Customized themes and plugins to align with project requirements and branding.
- Hosted source code and project files on GitHub for version control and collaboration.

E-Commerce Mobile Application (Personal Project)
- Designed a complete mobile e-commerce app UI/UX prototype using Figma.
- Focused on creating an intuitive shopping flow, from product browsing to checkout.
- Produced interactive mockups to visualize user journeys and support future development in Flutter.

Website for Local Business (Academic Project)
- Built a responsive website using HTML, CSS, and JavaScript.
- Enhanced UI/UX design for better user engagement.
- Optimized for mobile and desktop compatibility.

ADDITIONAL

Microsoft Office, Google Workspace, and Basic Troubleshooting: Proficient in Microsoft Office (Word, Excel, PowerPoint), experienced in Google Workspace (Docs, Sheets, Slides), and Skilled in basic troubleshooting techniques
Web & Mobile Development: Well-versed in the fundamental concepts of website development and design, as well as mobile application development, including UI/UX design and core app development principles.
Multimedia Design: Proficient in Adobe Photoshop, Figma, and Canva for graphic design, UI/UX prototyping, and creative content development.
Programming Languages & Frameworks: Proficient in HTML, CSS, JavaScript, PHP, C#, and SQL/MySQL, with familiarity in Flutter and mobile application development concepts.
Databases & Tools: Experienced with MySQL, SQLyog, and phpMyAdmin for database management; skilled in using development tools such as Visual Studio, VB.NET, Android Studio, and Unity.