Cart Antonio Valderama

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About Me

Aspiring Frontend Web Developer with a focus on design and creating user-friendly experiences, dedicated to building modern and intuitive web applications.

Education

Master of Applied and Information Technology | Oslomet | Norway	**08/2024 – Present**
Bachelor of information technology | Oslomet | Norway	**08/2021 – 06/2024**
Videregående - Voksneopplæring | Stabekk Skole | Norway	**08/2019 – 06/2020**
Senior Highschool - STEM | St. Paul College of Bocaue | Philippines	**06/2016 – 05/2018**

Technical Skills

HTML | CSS | Web Responsive | JavaScript | TailwindCSS | Typescript | Git | React | Vite | Angular | Redux | Web Accessibility | Unit Testing | Framer Motion | Shadcn UI

Notable Projects

Bachelor project | AI enhanced flashcard application: AICEE   **01/2024 - 06/2024**

Developed a functional proof-of-concept flashcard application for Forte Digital, that was hosted on Microsoft Azure and utilized GPT-3.5 to enhance study sessions. Key features include:

- AI-driven generation of flashcards in just 20 secs, streamlining the creation of study materials.
- AI-generated multiple-choice quizzes based on flashcards within 10 secs, facilitating quick assessment and learning.
- Provides instant, AI-powered feedback with a response time of 2-3 seconds during study sessions, helping users improve their understanding.

The app uses a separate architecture with an ASP.NET Core backend API connected to Azure SQL Server and a React frontend. In Addition, a user test was conducted along with t-test statistical analysis to evaluate the impact of integrating in a flashcard application.

Main responsibilities: Frontend, UI Design, User testing, and Research.

Web Application - ITPE3200 | Flashcard Applications   **08/2023 - 11/2023**

Developed Develop Minimum Viable Product web applications using .NET Core

- Created an app using .NET Core with the Model-View-Controller framework.
- Develop a single-page app with Angular for the frontend and .NET Core for the backend.

Personal Project | 2D games   **05/2022 - 12/2023**

Developed two games using vanilla JavaScript, Howler.js for audio, and GSAP for animation. Tiled application was also utilized to create a map and PixelArt web app for character sprites:

- Pokémon-Inspired Game - A 2D game featuring monster battles.
- Dungeon Escape - A platformer game involving jumping and navigating through a dungeon to escape.

Certificates

freeCodeCamp Certifications

• Responsive Web Design	**08/2023 - 09/2023**
• Legacy JavaScript Algorithm and Data Structure	**06/2024 - 08/2024**
• Legacy JavaScript Algorithm and Data Structure (Beta)	**06/2024 - 08/2024**