

MOHAMMAD JUL HAFIZ AROLA

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EDUCATION

Pamantasan ng Lungsod ng Valenzuela City - BS in Information Technology 2020-2024

TECHNICAL SKILLS

- **Frontend:** HTML, CSS, JavaScript, React, Vue.Js, Tailwind, Bootstrap, jQuery, Ant Design, Ionic
 - **Backend:** PHP, Laravel MVC, NodeJS, Express
 - **Database Management:** MySQL, MongoDB
 - **Version Control:** Git, GitHub
 - **Graphics Tools:** Canva, Photoshop, Illustrator
 - **Tools:** Vs Code, Unity, Composer, NPM, Postman, Vercel, XAMPP
 - **Others:** Debugging, Testing, Troubleshooting
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WORK EXPERIENCE

Jovash Internation Inc. – *Graphics Designer intern* | Valenzuela July 2023 – October 2023

- Creating graphic designs for the company, including brochures, flyers, social media posts, and digital advertisements.
 - Collaborating with other interns to brainstorm ideas and discussing them with managers and other team members for design suggestions.
 - Using Adobe Creative Suite software (Photoshop, Illustrator, Canva) to design and produce high-quality graphics and layouts.
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PROJECT EXPERINCE

Zephyderm: An Appointment System and Client Monitoring System – HTML, CSS, Bootstrap, Javascript, PHP, MySQL

- Developed for the Frontend using a HTML, CSS, JavaScript, jQuery, Bootstrap 5
- Developed on backend part using a PHP and for the Database using a MySQL
- This system our Capstone project we created this so automate and also ease to the user to set an appointment and also to see their history of their client monitoring
- Live Demo: <https://tinyurl.com/zephyderm>
- GitHub Repository: <https://github.com/HydroTolerance/caps>

Medicine Inventory System – HTML, CSS, Bootstrap, Javascript, PHP, MySQL

- Developed for the Frontend using a HTML, CSS, JavaScript, jQuery, Bootstrap 5
- Developed on backend part using a PHP and for the Database using a MySQL
- This system is designed to **assist pharmaceutical companies** in inventorying their **products, organizing them, tracking expiration dates, and more.**
- GitHub Repository: https://github.com/HydroTolerance/Medicine_Inventory

Per-Pec: Social Media Platform Artwork – MongoDB, React, NodeJs, Express

- Developed for the Frontend using a React, and Tailwind
- Developed on backend part using a Node.js, Express and MongoDB
- This system is a repository, **much like Pinterest**, where users **can upload their artwork, photographs, and more**, but only in picture format.
- GitHub Repository: <https://github.com/HydroTolerance/caps>

Kali: The Darkness Arrives – Personal Project | Unity, C#

- Developed using a Game Engine **Unity and C#** for scripting.
- This game is **player vs player** which you can play it on the **same desktop devices.**
- Download Game: <https://tinyurl.com/kalidarkness>