

# SEAN CHRISTIAN LOZANA

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## EDUCATION

**Negros Oriental State University**  
Bachelor of Science in Computer Science

*Dumaguete City, Negros Oriental*  
*June 2022*

## EXPERIENCE

### Bluebeans Systems

*Mobile Application Developer Intern*

*On-site*

*February 2022 – Present*

- Assisted in the development of an e-Wallet Mobile Application using React Native
- Implemented screens and components according to their design specification.
- Collaborated with the back-end team to integrate APIs to the App.

### NEXPLAY Technologies

*Web Developer Intern*

*Full-Remote*

*October 2021 – February 2022*

- Collaborated with the design and back-end team to upgrade their Internal Admin Dashboard.
- Implemented pages and components according to their design specification.
- Learned and explored new front-end technologies.

## PROJECTS

### Engage App

*Web & Mobile*

- A web and mobile application that aids a church in organizing, managing, and automating their daily operations.
- The tech used is Java, NodeJS, Express and React to build the mobile and web application. I used NodeJS/Express to solve the problem of connecting two platforms together.
- Following the REST architecture, I was able to link both platforms by creating web APIs to authenticate users and integrate CRUD functionalities to both platforms
- Publicly available external APIs such as YouTube and Facebook were utilized to store and retrieve events and retrieve a playlist of the church's Sunday celebration and events.

### RestoMS

*Web / PWA*

- A PWA that intends to help fast-food businesses during the pandemic to better their dine-in experience by solving the issue of paper-based logging causing long lines, by digitalizing the logging and allow the user to make orders and choose their table of choice.
- For this project we used the M(MySQL)ERN stack to create a working prototype that will work on all devices.
- We were able to solve device compatibility by taking the mobile-first approach.

### YTDL Web

*Web*

- A fun project I made when I was learning the JS/HTML/CSS at school, it's a mobile-friendly YouTube Downloader
- Initially I used a freemium API service from an API market I found to retrieve YouTube videos however upon testing the website I reached the rate limit, so I decided to learn NodeJS and make my own API.
- I made use of a package called ytdl-core to create an HTTP endpoint that will return the video's information from a URL.

## SKILLS & INTERESTS

- **Applications:** VSCode, Git, Android Studio, MySQL Workbench, PostgreSQL, Figma, JIRA, Trello, Notion
- **Languages:** English, JavaScript, TypeScript, Java, PHP
- **Interests:** Badminton, Music, Valorant, CSGO, Apex Legends, Software Engineering and, Programming