John Eleazar Sandi
Student

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Linked In
www.linkedin.com/in/john-eleazar-sandi

Website Portfolio
https://jez20.github.io/MyPortfolio/

SOFTWARE

- Game Development (Unity, Blender)
- Microsoft Applications (Word, PowerPoint, Excel, OneDrive)
- Programming Softwares (Visual Studio, Visual Studio Code, Netbeans, Android Studio)
- UI/UX Applications (Figma, Framer)
- Others (Canva, Chatgpt, Github)

KEY SKILLS

- Capable of editing website templates.
- Capable of doing Front-end in websites, mobile, and games
- Experienced in the following programming languages: Java, C#, PHP, Node JS, React JS HTML/CSS/JS.
- Knowledgeable in using ChatGpt, VS Code, Github, UI/UX Applications, Unity, Blender, Android Studio, Microsoft Applications.

Language

Filipino

English

Summary

A 4th-year Computer Science student specializing in Game Development at the University of Santo Tomas, with a keen interest in implementing design principles for front-end web and mobile development. Adept at translating ideas into innovative solutions, my skills extend beyond coding to include an eye for design. Eager to leverage my skills and knowledge to contribute to dynamic projects and drive impactful results.

Experience

Freelancing — 2021- 2022

Front-end developer for clients outside University of Santo Tomas. Completed various Front-end development tasks.

Web Programming — 2021 -2022

Front-end programmer for the final academic project "TheStore - UAAP Store Merch" of Enterprise Application Development.

Implemented a Full-stack webpage for the assessment task project "JouzuTech" for handling database records using CRUD in Web Programming.

Android App Development — 2021 -2022

Worked as a front-end developer, UI, and UX for the project "(T&S Academic Records)" in Mobile Programming course.

Software Engineering — 2022 -2023

Front-end developer for a project "School Equipment Inventory System of Krislizz International Academy" in Software Engineering 1 and 2.

Game Development — 2022 - 2023

Front-end developer for our thesis game "Frienemies", and contributed to designing the user interface. Our research in Thesis 1 and 2 is titled "Identifying Toxic Language in Online Tagalog-English Video Game Chat using Convolutional Neural Network-Support Vector Machine (CNN-SVM).".

Developed a game using unity game engine in both 2D "The Adventures of Pinky" and 3D "Cosmic Oddysey".

EDUCATION

Computer Science - Specializing in Game Development — 2020 - Present
University of Santo Tomas

Senior High School - Science, Technology, Engineering, and Mathematics (STEM) — 2018 -2020
Marikina Polytechnic College

Elementary & Junior Highschool — 2008 - 2018
San Lorenzo Ruiz De Manila School