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Linked In

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Website Portfolio

<https://jezar20.github.io/MyPortfolio/>

SOFTWARE

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

KEY SKILLS

- Capable of editing website templates.
- Capable of front-end development for websites, mobile apps, and games
- Capable of wireframing and prototyping using Figma and Framer
- Experienced in the following programming languages: Java, C#, PHP, Kotlin and HTML/CSS/JS.
- Knowledgeable in using Programming Softwares, GitHub, Gitlab, UI/UX Applications, Unity, Blender, Microsoft Applications.

John Eleazar Sandi

Summary

Computer Science graduate from the University of Santo Tomas, specializing in Game Development, with hands-on experience in Android development. Skilled in applying design principles to create user-focused mobile and web applications using modern tools and frameworks. Focused on transforming concepts into practical, user-centric solutions, I combine technical proficiency with a keen eye for design and am eager to contribute to dynamic projects and deliver 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.
- 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, titled 'Identifying Toxic Language in Online Tagalog-English Video Game Chat using Convolutional Neural Network-Support Vector Machine (CNN-SVM)', garnered significant recognition, earning us 2nd place for Best Thesis under the Game Development track at the 2024 UST-CS Colloquium.

Developed a game using unity game engine in both 2D "The Adventures of Pinky" and 3D "Cosmic Odyssey".
- Internship** **2024**
Interned at B2BE (Business to Business e-solutions) in Makati for 4 months, contributing to the Development Team focused on Optical Character Recognition (OCR) projects and utilizing Java extensively for development tasks.
- Android Developer Trainee** **2024**
Android Developer Trainee at Digiplus (BingoPlus) in BGC for 3 months, working on various projects and building skills in mobile app development. Extensively utilizing Kotlin and following best practices for development tasks.

EDUCATION

- Computer Science - Specializing in Game Development** **2020 - 2024**
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