John Eleazar Sandi

Contact

Phone
09171604826

Email
johneleazarsandi@gmail.com

Address
#42 Senegal Street Phase 3
Greenheights Subdivision
Nangka Marikina City

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

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, Git, 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 Programming Softwares, GitHub, Git, UI/UX Applications, Unity, Blender, Microsoft Applications.

Summary

Recent graduate with a degree in Computer Science from the University of Santo Tomas, specializing in Game Development. Skilled in applying design principles to front-end development, focusing on transforming concepts into practical, user-centric solutions. Combining technical proficiency with a keen eye for design, I am eager to apply my skills 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.

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, 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 Oddysey".

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.

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