



# JUN REY R. PAYNANDOS

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## PROFESSIONAL SUMMARY

Motivated software developer with hands-on experience in web and mobile application development using the MERN stack, Django, and modern UI frameworks. Strong background in AI-driven systems, UI/UX design, and full-stack development, with a passion for building practical, user-centered solutions.

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## EDUCATION

**Bachelor of Science in Information Technology** *Mindoro State University- Main Campus | Alcate, Victoria, Oriental Mindoro*

**Secondary Education** *Oro National High School | Esperanza, Agusan del Sur 2014- 2018, Tandag National Science High School | Tandag City 2018 – 2020*

**Primary Education** *Tandag Pilot Elementary School | Tandag City 2007 – 2013*

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## TECHNICAL SKILLS

- **Languages:** Python, PHP, C#, Javascript
- **Frameworks:** Django, Ionic, Laravel, React
- **AI & Machine Learning:** CNN (Convolutional Neural Networks), Image Processing.
- **Design & Tools:** Visual Studio Code, Git, Canva, Figma, Adobe Photoshop

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## PROJECTS/ EXPERIENCES

**Quizit | Full-Stack Developer (2024)** – Developed a learning management system using Laravel and Bootstrap, enabling quiz management and structured course delivery.

**Scanmoto | Lead Developer (2024)** – Developed a desktop application using RFID integration and Visual Studio.NET to automatically track motorcycle attendance for Mindoro State University students, streamlining check-ins.

**LeafBuddy | Web Developer (2025)** – Built a CNN-powered web application for crop leaf disease detection, with Django backend, Supabase data storage, and Tailwind CSS interface.

**Soilution | Web Developer (2025)** – Created a precision agriculture platform using Django, Tailwind CSS, Supabase, and MLP model to analyze IoT soil sensor data and optimize crop management.

**Moodmeet | Full-Stack Developer (2025)** – Built a MERN stack web application to manage university guidance appointments, enabling secure booking, rescheduling, and role-based access for students and guidance staff.

**UI/UX Design Prototype | Designer (2025)** – Designed modern, intuitive, and user-centered Figma interfaces, emphasizing usability, layout consistency, and high-fidelity prototyping.

**Photoshop Design Projects | Designer (2024–2025)** – Created visually compelling graphics, banners, and digital assets for web and mobile applications, focusing on branding consistency and professional aesthetics.

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## SEMINARS

- **Participant, 7th MIMAROPA Regional IT Congress** – Blockchain Beyond Transaction (November 2025)
- **Participant, DICT Digital Career Expo** – Navigating the Digital Frontier (September 2024)