SOFTWARE DEVELOPER | UI/UX Designer

JUSHUA STEVEN TADURAN

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SUMMARY

Even though my discovery of coding was unintended, I have found a strong passion and determination to succeed as a Full Stack Software Developer. Building on my experience as a Software Developer, I am committed to leveraging my skills to build strong and user-friendly applications and websites. I firmly believe that all hard work will bear fruit, leading to excellence and success in every path I take.

Social Accounts

Ⓕ fb/PitzieLink32

📷 ig/rinilaez

in in/jushuaTaduran

github/JushuaTaduran

Personal Details

Date of Birth: March 31, 2003

Marital Status: Single

Nationality: Filipino

Languages Spoken

Tagalog | Native

English | Advanced

Interests

Gaming

Anime & Manga

Aseprite (Pixel Art)

Traveling

WORK EXPERIENCES

2023 - Present

Software Developer
EdukSine | app.eduksine

I utilize React, TypeScript, Tailwind, Sass, and MySQL to innovate and enhance our Software, ensuring a seamless and immersive experience for our users.

2021 - 2022

Social Media Manager
GameFi | game-fi.io

I adeptly manage Discord, Telegram, and Facebook platforms, crafting engaging content and fostering vibrant communities to drive brand awareness and user engagement.

EDUCATION HISTORY

Tertiary | Bachelor of Science in Computer Science   August 2021 – May 2025
Tarlac State University
San Isidro, Tarlac City

PROJECTS

2024 - Present

Kiriby Studio | Anime Merchandise
UI Design | Website Design

Designed a visually appealing and user-friendly e-commerce website for anime merchandise, utilizing Figma and Photoshop to create an intuitive interface that enhances user engagement and accessibility. Demonstrated proficiency in UI/UX design to deliver a visually compelling online shopping experience.

Technical Proficiency

Programming Languages:
- HTML5
- CSS3
- JavaScript
- TypeScript
- PHP
- Java
- Python
- C#
- C++
- JSON (Data Format)

Back-end Technologies:
- NodeJS
- ExpressJS
- GraphQL
- MySQL
- Pocketbase

Cloud Platform/Containerization:
- DigitalOcean
- Docker

Machine Learning/AI:
- TensorFlow

Game Development:
- Unity
- Godot

References

Paul Lindsell
GameFi.io | CEO

Email: paullindsell1976@googlemail.com
LinkedIn: in/paullindsell

Karen Jane Salutan-Krukover
EdukSine | CEO

Email: karenjaneds@gmail.com
LinkedIn: in/karen-jane-salutan-krukover-b01b54212

Noriel Domondon
EdukSine | COO

Email: noriel@eduksine.com
LinkedIn: in/norieldomondon/

2024 - Present

EdukSine | Streaming Platform
Full-Stack Development

Leveraged React, TypeScript, Tailwind, Sass, and MySQL to enhance software functionality and user experience, while also supporting marketing initiatives through optimized software features for improved usability and engagement.

May 2024

Parser | Recursive Descent Parser
Front-End Development

Developed a web application using JavaScript to implement the Recursive Descent Parser Algorithm for generating Parse Trees, demonstrating the functionality and operation of parsers within the application.

December 2023

AutoSpotter | Parking Management WebApp
Full-Stack Developer

Created a web application for parking management, featuring a booking system for reserving parking spots and real-time monitoring of occupancy using ReactJS, SocketIO, MySQL, and Express, with integrated live updates on parking availability to enhance user experience.

April 2023

Anime-Based Website
Front-End Development

Developed an Anime-Based Website, utilizing foundational skills in HTML, CSS, and JavaScript, and designed a user-friendly interface, showcasing expertise in UI/UX design and front-end development.