

**CONSTANTLY IMPROVING.
ALWAYS EVOLVING.**

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I'm a Computer Science student with a deep passion for design, development, and innovation.

My work bridges logic and creativity—from building clean interfaces to solving real-world problems through code. I'm constantly exploring new technologies and ideas that push my limits.



P O R T F O L I O 2 0 2 5

JOHN SIMON RAY UMADAC

JOHN SIMON RAY UMADAC

STUDENT AT NATIONAL UNIVERSITY - LAGUNA

HOME ABOUT EDUCATION SKILLS ACHIEVEMENTS PROJECTS

I'm a BS Computer Science student at National University (PH) passionate about building impactful tech solutions through design, development, and collaboration. I have experience across web development and game development.

With practical experience in building full-stack applications, I'm comfortable working across the front end, back end, and databases to create scalable, user-centered web solutions. I'm currently seeking opportunities where I can grow alongside forward-thinking teams and contribute to meaningful, tech-driven projects from end to end.



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LinkedIn Profile Link

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EDUCATIONAL BACKGROUND

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NATIONAL UNIVERSITY LAGUNA

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

2023 - PRESENT



XAVIER SCHOOL NUVALI

SENIOR HIGH SCHOOL (STEM)

2021 - 2023



XAVIER SCHOOL NUVALI

HIGH SCHOOL

2017 - 2020



MAJADA OUT ELEMENTARY SCHOOL

PRIMARY EDUCATION

2011 - 2017



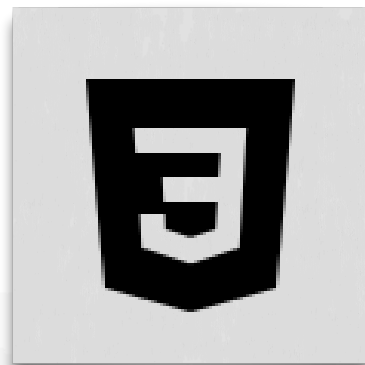
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SKILLS

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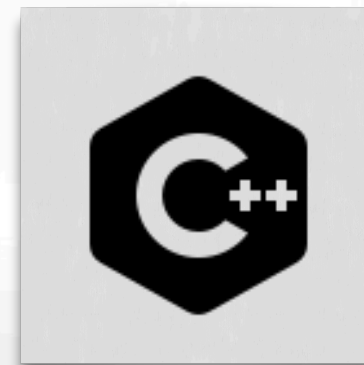
HTML



CSS



JAVA



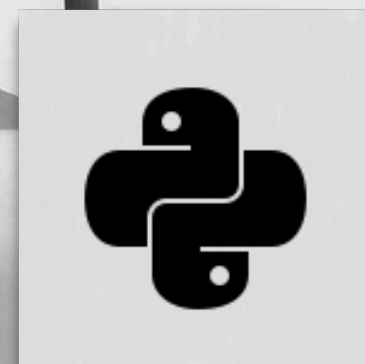
C++



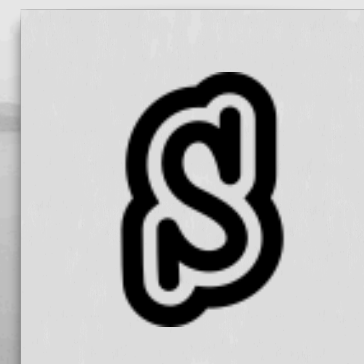
MYSQL



PHP



PYTHON



SCRATCH

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ACHIEVEMENTS

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TOP 3 FINALIST OF DOST HACK4APROGRESS HACKATHON

Hack4AProgress 2025, the flagship regional hackathon organized by the Department of Science and Technology (DOST) CALABARZON.



TOP 10 FINALIST OF THE QS IMPACT SKILLS CHALLENGE 2025

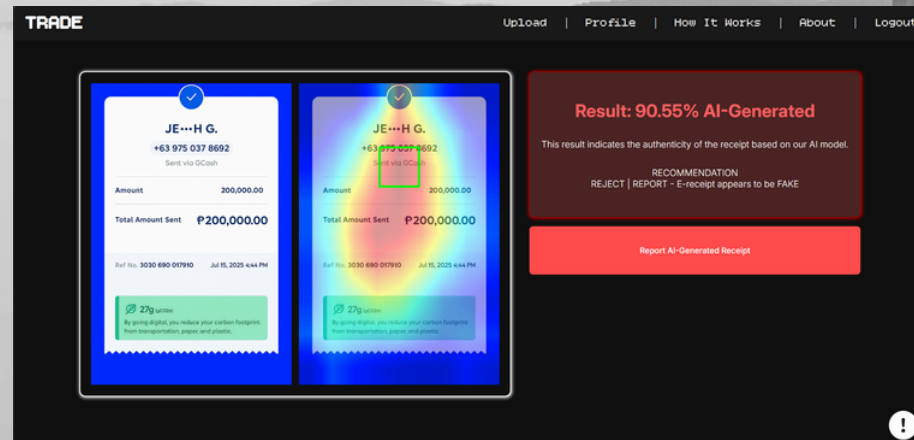
Out of 210+ youth teams from 45+ countries and 70 universities, our sustainability-focused game, Baybayin, was recognized as a high-impact finalist for its creativity, collaboration, and commitment to advancing the UN Sustainable Development Goals (SDGs) through game design.



TRADE

TRADE (Tampered Receipt AI Detection for E-Transactions) is an AI-powered system designed to detect fraudulent digital receipts.

It combines convolutional neural networks (CNNs) for analyzing visual anomalies with metadata integrity checks to verify document authenticity. The system performs image analysis to detect folding patterns, pixel-level inconsistencies, and AI-generated artifacts, while simultaneously verifying EXIF metadata and digital “fingerprints” to assess provenance. TRADE delivers a real-time fraud score and authentication verdict, providing a pass/fail status with a confidence percentage.



BAYBAYIN

Baybayin is a fun and impactful action game where players punch trash to clean up a polluted shore. Designed to raise awareness about marine pollution, it supports SDG 14: Life Below Water by turning gameplay into environmental action. Made using Unity Play.



PROJECTS

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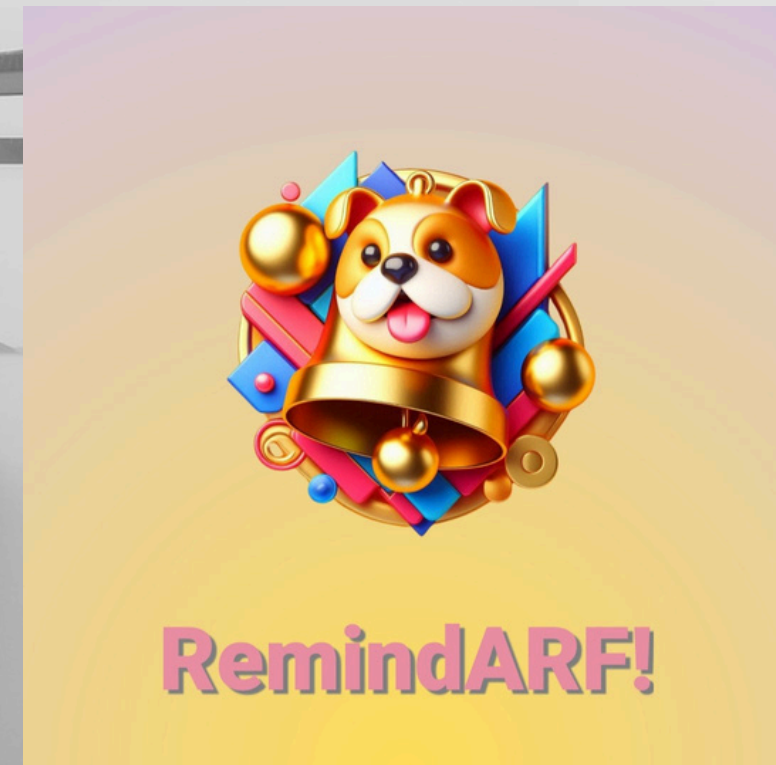
NU EXCHANGE E-COMMERCE WEBSITE

NU Exchange is a full-stack e-commerce website developed as a group project for our Information Management class. Built using PHP, XAMPP, phpMyAdmin, HTML, and CSS, the platform was designed to digitize the NU Exchange system and improve accessibility for students beyond select National University branches.



REMINDARF!

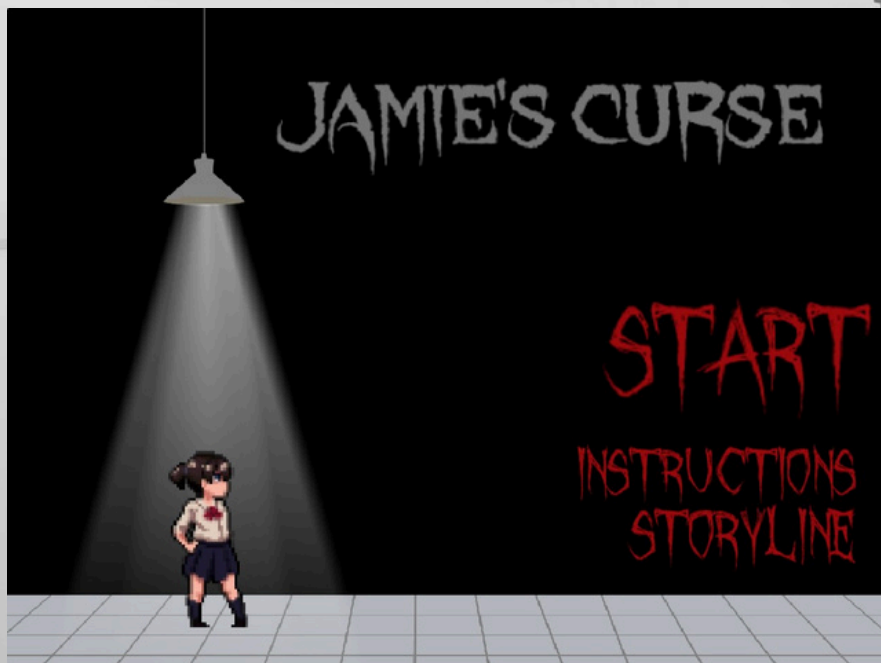
RemindARF! is a community-based productivity app designed for the NU community (students, faculty, and staff). It helps users stay organized and engaged by providing reminders, task management, and collaboration tools to enhance productivity and community interact. Made using Android Studio.



JAMIE'S CURSE

Genre: Psychological Horror | Puzzle | Exploration

You play as an investigator drawn to the school's dark past. The rumors speak of Jamie, a nursing student whose life ended in despair, leaving her spirit bound to the halls, cursed by the relics of her suffering. To escape, you must find and destroy the relics that tether her soul to this world. Made using Scratch.



CODE EXPLORER

Code Explorer is a single-player action platformer game that entertains while teaching the fundamental aspects of coding. The game is simple: finish off each level's objective to advance to the next level. But this is not only a platformer game, it's a guided journey through programming concepts.

