

Neil Andre D. Ibona

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ABOUT ME

I am a Computer Science student currently pursuing my Bachelor's Degree at the University of Cebu. I am passionate about technology and dedicated to continuous learning. I value professionalism, integrity, and strong work ethics. I am a team player who is adaptable, cooperative, and eager to contribute to the success of any organization I become a part of. My goal is to apply and grow my skills in real-world environments and make a meaningful impact through my work.

EDUCATION

University of Cebu <i>Bachelor of Science in Computer Science</i>	Cebu, Cebu City 2022 – Current
University of Southern Philippines Foundation <i>Senior High School (STEM)</i>	Cebu, Cebu City 2020 – 2022
University of Southern Philippines Foundation <i>Secondary</i>	Cebu, Cebu City 2016 – 2020
Bonbon Elementary School <i>Primary</i>	Cebu, Cebu City 2008 – 2016

EXPERIENCE

Freelance Computer Technician <i>Freelance</i>	2022 – Present Cebu, Cebu City
<ul style="list-style-type: none">• Provided on-call computer repair and maintenance services for desktops in the local community.• Assembled and configured custom desktop system units for client needs• Diagnosed and resolved both hardware and software issues, demonstrating strong troubleshooting skills and technical knowledge• Skilled in installing, updating, and troubleshooting drivers for Windows, AMD , Intel, NVIDIA, and many more.	

PROJECTS

SUPERNOVA <i>Java, Android Studio, XML, ExoPlayer</i>	Feb 2025 – May 2025
<ul style="list-style-type: none">• Designed and developed a gaming-themed Android app with a sleek and interactive UI using XML layouts• Implemented splash, login, store, and library screens with consistent theming and smooth navigation• Built a reusable static game details screen with integrated video playback using ExoPlayer• Focused on clean code and a simple architecture to maintain fast performance and ease of use	
QuestGate <i>React.js, Tailwind CSS, Vite, Figma</i>	Mar 2025 – Jun 2025
<ul style="list-style-type: none">• Developed a gamified Japanese language learning app using React.js and Tailwind CSS• Designed and implemented quest-based learning screens, battle interactions, quizzes, and lesson flows• Used Figma for UI prototyping and Vite as the build tool for faster development and hot reloading• Emphasized accessibility, responsive design, and user engagement through game mechanics	
E4G (Easy4Gamers Bot) <i>Discord.js, Node.js</i>	Aug 2020 – Nov 2020
<ul style="list-style-type: none">• Created a custom Discord bot to automate moderation and enhance community engagement for a gaming server• Implemented features such as welcome messages, rule enforcement, command handling, and admin tools• Used Discord.js to handle real-time user interactions with structured command modules• Designed with scalability in mind, allowing for easy expansion of commands and event listeners	

TECHNICAL SKILLS

Languages: Java, Python, C/C, MySQL, SQLite, JavaScript, HTML/CSS

Frameworks: React Native, node.js, Flask, .NET Core, Unity

Developer Tools: Git, VS Code, Visual Studio, Figma, Canva, Cisco Packet Tracer, Android Studio

Libraries: React, discord.js, Axios, Tailwind CSS