

John Carlo N. Camara

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Technical Skills

- Frontend: HTML5, CSS3, JavaScript, TypeScript, PHP, Dart, TailwindCSS, SASS, Next.js, Flutter, Figma
- Backend: Node.js, Express.js, Prisma
- Databases: MySQL, PostgreSQL, MongoDB, Firebase
- Tools: Vercel, Netlify, Git, GitHub

Education

BS Information Technology at Cavite State University Bacoor Campus | September 2022 – 2025 (Expected)

BS Information Technology at National University (PH) | August 2021 - August 2022

- First and Third semester Dean's lister

Senior High (TVL – ICT) at AMA Computer College Las Piñas | 2019 - 2021

- Graduated with High Honors

Experience

Freelance Web Developer | 2023 – Present

- Developed responsive websites and web applications using HTML5, CSS3, JavaScript, and TypeScript.
- Utilized frameworks and libraries such as Next.js, Node.js, and Express.js to build dynamic and scalable applications.
- Implemented user authentication, database integration, and RESTful API services.
- Deployed applications on platforms such as Vercel and Netlify, ensuring high availability and performance.
- Provided ongoing maintenance and updates to existing projects, addressing bugs and implementing new features.

Projects

U Do Note | 2023-2024

A note-taking app that incorporates **OPENAI API** to suggest the best learning method for each note of the user and provides analytics for their performance to help them see what they need to improve.

- Developed using **Flutter, Firebase, and OpenAI API**
- Undergrad Capstone Project

Filler Hunter | 2023

Developed with the primary purpose of helping not only myself but also other individuals effortlessly identify filler episodes in anime series, thereby enhancing the overall viewing experience for anime enthusiasts.

- Built with **Javascript** and **Inquirer.js**
- Uses web-scraping to get the filler episodes of an anime

Student Information Management System | 2023

A small information system for our subject, System Integration and Architecture, which was given 1 week and 2 days for development.

- Led a team of 5 members, delegated tasks based on strengths.
- Developed using **Java Swing**.
- Utilized **GitHub Projects** for tracking TODOs.
- Utilized **Figma** to quickly wireframe the layout.

Console Shop | 2022

A simple console application that simulates an online shop. This was my project for my OOP subject when I was in first year.

- Developed a console app applying **OOP concepts, simulating MVC pattern** with file handling.