



CEEJAY B. CABALLERO

Front-end/Web Developer

CONTACT INFORMATION

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- caballerocejay5@gmail.com
- linkedin.com/in/cej-caballero
- facebook.com/caballero880

PORTFOLIO

- <https://github.com/Power-Cej>
- <https://power-cej.github.io/my-Portfolio/>

TECHNICAL SKILLS

- Software Development
- Project Management
- UI / UX
- Hardware / Troubleshooting

PROGRAMMING LANGUAGES, TOOLS & FRAMEWORKS

- JavaScript
- Java
- PHP | MySQL
- React | ReactJS |
- ReactNative |
- Android Studio
- Git

CORE WORK SKILLS

- Agility Trainability
- Problem Solving
- Work Ethics
- Teamwork & Collaboration
- Flexibility

PROFILE SUMMARY

An Information Technology student dedicated to learn best practices and staying attuned to the latest technological advancements. My primary focus is on Web Development using ReactJS. Additionally, I am well-versed in mobile development, utilizing technologies like React Native and Android Studio. I'm also comfortable with JavaScript, Java, and working with REST APIs. I'm also familiar with backend tech like PHP and MySQL. I'm comfortable working alone, but I really shine in team settings.

EDUCATION AND CERTIFICATIONS

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PHINMA Arellano St University | Sep 2020 - Present

- Specializing in System Development
- Certificate of Completion, Responsive Web Design | freeCodeCamp

PROJECTS

COVID-19 CONTACT TRACING APP FOR ANDROID 2ND YEAR FINALS | AUG - NOV 2021
Android | JAVA | Android Studio | MySQL | Git | REST API

Created and developed an Android mobile application that stores user personal data for contact tracing.

- Ensured user-friendliness, responsiveness, and smooth operation for Android users.
- Capable of storing individual details, generating QR codes, utilizing QR code scanners, and recording check-in times.

Ninja Masters UNITY GAME ANDROID DEVELOPMENT PHINMA EXHIBIT | OCT 2022
Unity | Blender | Visual Studio | C#

Worked with a team to build and develop an enjoyable game aimed at providing a fun and engaging experience for players of all ages.

- Developed a simple 2D game where players judged their character's distance from the block by assessing the volume of an indicator, which indicated the jumping distance required.

REMOTE-CONTROLLED RUDIMENTARY TOY CAR USING ANDROID AND ARDUINO CAPSTONE PROJECT | Aug 2022 - Mar 2023
C++ | Java | android | Android Studio | Arduino | Autocad

Collaborated with a team to design and construct a remote-controlled toy car capable of picking up lightweight objects using its claw mechanism and storing them in both right and left bins.

- The car utilized a Bluetooth module for connectivity with an Android app.
- It was equipped with various sensors for distance measurement and object detection, facilitating the implementation of an automated pickup feature.

ACTIVITIES

COLLEGE OF IT EDUCATION EXHIBIT
Participant | Oct 2022

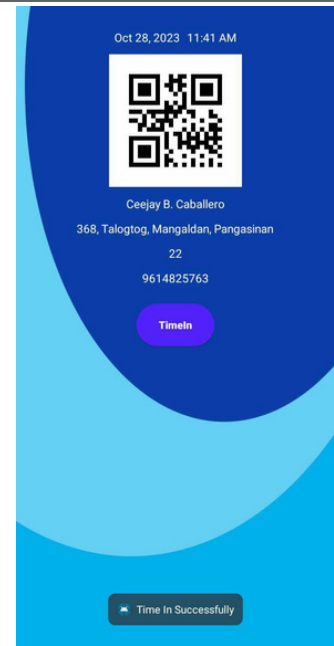
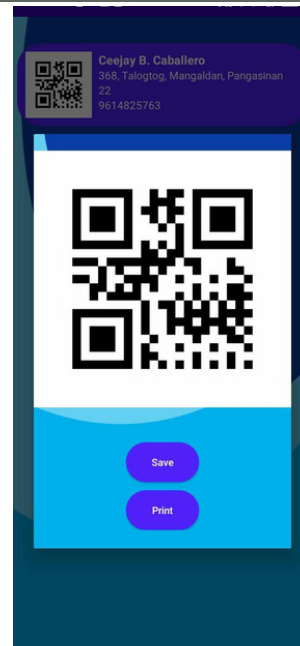
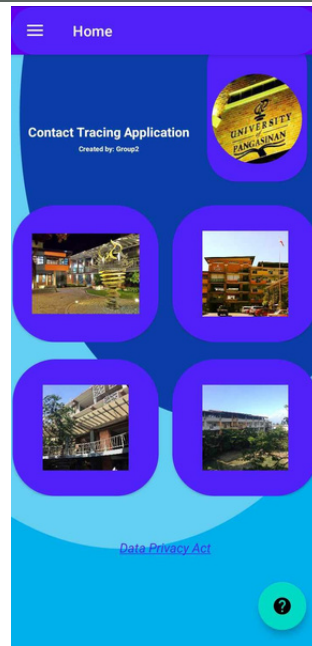
- An event that showcased the Web & Game Development skills that are continually being honed under the guidance of PHINMA-University of Pangasinan CITE Professionals.

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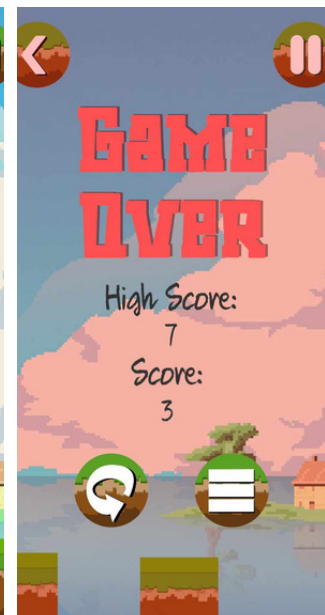
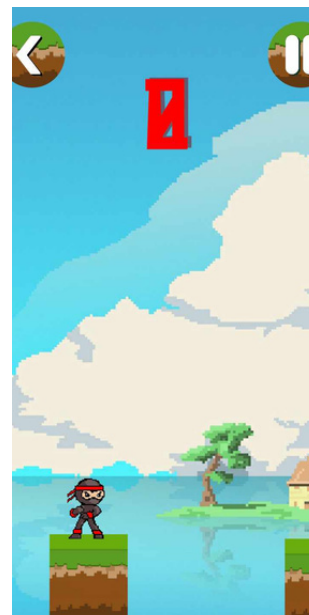
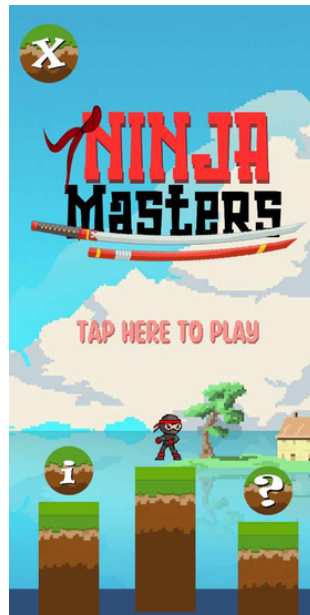
COVID-19 Contact Tracing 2ND YEAR FINALS | Aug - Nov 2021

Android | Java |
Android Studio |
MySQL | Git |
REST API



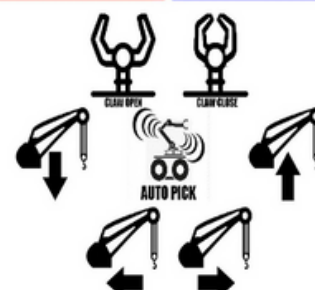
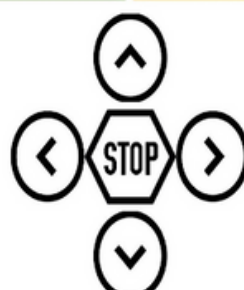
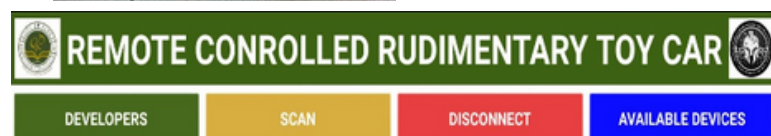
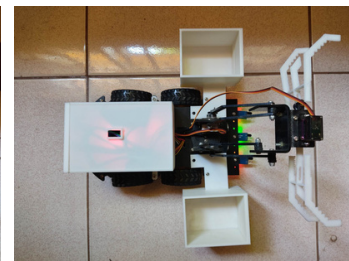
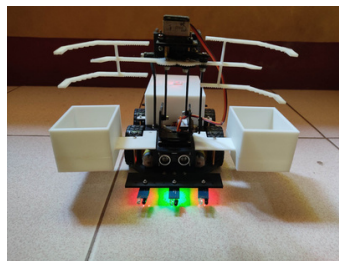
Ninja Masters Phinma Exhibit | Oct 2022

Unity | Blender |
Visual Studio |
C# | Git



Remote-Controlled Rudimentary Toy Car using Android and Arduino Capstone Project | Aug 2022 - Mar 2023

C++ | Java | android |
Android Studio |
Arduino | Autocad



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CERTIFICATE OF COMPLETION, RESPONSIVE WEB DESIGN |
freeCodeCamp | December 2022

Key achievements:

- HTML5 and CSS3
- Media Queries and Breakpoints
- Flexbox and Grid Layouts
- Project showcases

