

Gene Elpie L. Landoy

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Education

Marinduque State University

Boac, Marinduque

Bachelor of Science in Information Technology, Major in Software Development

Graduation Date: July 2025

Thesis S.H.A.P.E. :Mobile Learning Application for Children with Special Needs

Relevant Coursework:

- Threadify Mobile Application
- Marinduque State University Official Logo
- Worlds Hardest Game PC Game
- Alertify Mobile
- Farmtech Agricopia Website
- Carabao Cart
- TimeTap Application
- Trainocate - Python Workshop
- DICT Hack4Gov3 - Participant
- Google Developer Coding Bootcamp
- DICT_PNPKI_Webinar
- QUAVE - CyberSecurity
- QUAVE - Utilizing ChatGPT Prompts
- DICT - Adobe After Effects Webinar
- DICT Hack4Gov 4 – Participant
- Y4IT Research Summit - Presented: "CarabaoCart – E-Commerce Platform"
- DOST – RICE - Presented Arduino NPK deficiency detection system
- Civil Service Commission (CSC) – CSE Professional Passer

College of Information and Computing Sciences

- Rank 2 - Dean's Lister (2nd Sem AY 2024–2025)
- Rank 27 - Dean's Lister (1st Sem AY 2024–2025)
- Rank 1 - Dean's Lister (2nd Sem AY 2023–2024)
- Rank 1 - Dean's Lister (1st Sem AY 2023–2024)
- Rank 3 - Dean's Lister (1st Sem AY 2022–2023)

Marinduque National High School

Boac, Marinduque

- Graduated with High Honors (SY 2021–2022)
- Awarded Researcher of the Year (2019)

Experience

CICS Dev Team

Boac, Marinduque

Front-end Developer

Dec 2024 - March 2025

- Designed and developed user-friendly interfaces for web and mobile applications, ensuring a seamless and intuitive user experience.
- Created wireframes, prototypes, and high-fidelity designs using Figma and other design tools, improving user flows and interactions

User Experience and Interface Designer

Aug 2024 - Nov 2024

- Designed and developed user-friendly interfaces for web and mobile applications, ensuring a seamless and intuitive user experience.
- Created wireframes, prototypes, and high-fidelity designs using Figma and other design tools, improving user flows and interactions

Freelance Programmer

Full Stack Developer and Mobile Developer

Boac, Marinduque
Jan 2022 - March 2025

- Specialize in full-stack development, building scalable web and mobile applications using technologies like Java, JavaScript, PHP, HTML, CSS, and Tailwind.
- Collaborate with clients to understand their business needs and deliver customized, high-performance applications that ensure seamless user experiences

Leadership and Activities

Infocus Publication

Associate Editor-in-chief

Boac, Marinduque
Jul 2025 - Present

- Collaborate with the Editor-in-Chief in managing editorial operations, ensuring all content meets publication standards and creative vision.
- Direct the refinement of article layouts, visual elements, and publication tone to enhance reader engagement across print and digital platforms.
- Mentor writers and layout artists, promoting excellence in storytelling, design, and brand consistency.

Editor-in-chief

Jul 2024 - Jul 2025

- Spearheaded the publication's editorial direction, leading a multidisciplinary team in producing cohesive, high-quality issues for print and online distribution.
- Oversaw all content, layout, and design to make sure everything was on brand and released on time.
- Encouraged creativity within the team by introducing new design ideas and modern layout styles.

Head Layout Artist

Jul 2022 - Jul 2024

- Created layouts for both print and digital releases using Adobe Photoshop, Illustrator, and InDesign.
- Worked with editors and writers to design pages that matched the content's message and mood.
- Helped set a consistent visual style for the publication that readers could easily recognize.

The Heart Publication

Head Layout Artist

Boac, Marinduque
Aug 2020 – Apr 2022

- Designed creative and well-structured layouts for both print and digital publications using Adobe Photoshop, Illustrator, and InDesign.
- Produced marketing materials such as brochures, flyers, and event posters while keeping the publication's visual style and branding consistent.
- Worked closely with editors and writers to ensure each design complemented the content and enhanced overall readability.

Skills & Interests

Technical: Adobe Photoshop, Illustrator, and InDesign; Video editing (CapCut, Premiere Pro); Web development (HTML, CSS, JavaScript); Programming (Java, Python, C++); UI/UX Design; Blender (3D Modeling); Data Analysis; Cloud Integration and Windows Server Administration.

Language: English (Fluent), Filipino (Native).

Laboratory: Basic network setup and configuration; Server deployment and virtualization; Predictive system modeling and data visualization for research.

Interests: Creative design and digital publishing, eSports (MLBB & Honor of Kings), event documentation and video editing, exploring emerging IT innovations, and developing interactive simulations and web applications.

Character Reference

Doreena Joy C. Borja, MIT
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College Information and Computing Sciences
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Art Jervin L. Magcamit, MIT
Information Technology - Program Head
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