



ARNIEL C. FERNANDEZ

BSIT - System Development

Profile Summary

A Bachelor of Science in Information Technology major in System Development student of PHINMA - University of Pangasinan who is able to adopt, strict deadlines, have leadership, and very willing to learn. Experienced in web/app front end development and skilled in JavaScript, Bootstrapping, CSS, Adobe Photoshop, Illustrator, and Xd. Familiar with the programming language and platform like Python, Java, C language, and Blender. Creative, resolute, and able to work in a team environment wherein the ideas are shared and tested.



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Link not Available



<https://github.com/Revenger15>



Gonzales st. Bonuan Boquig Dagupan...

Technical Skills

- UI/UX
- Frontend Developer
- Project Management
- Visual design
- Leadership

Programming Language, Tool & Frameworks

- Python
- Html | CSS
- Java
- Bootstrapping
- JavaScript
- C language
- Adobe Photoshop | Illustrator | Xd

Core Work Skills

- Problem Solving
- Creative Thinking
- Work Ethics Teamwork
- Trainability
- Documentation
- Data Collector
- Tester
- Minimalist

Education

GAS focus on IT | Senior High School
PHINMA - University of Pangasinan

BSIT System Dev | College
PHINMA - University of Pangasinan

Relative Experience

Data Collector - Immersion(APP-007)

PHINMA UPang CSDL (Main Campus) | 2018-2019

Worked onsite with a mentor who guide us on how to do the tasks and teach leadership when it comes to team environments.

- Entering information of student in database
- Securing the information accurate

Projects

PHINMA - UPang Student Support Module (App and Web) Capstone Project | August 2021 - April 2022

Website | Android | PHP | Firebase | Bootstrap | Adobe Photoshop | Android Studio | Java | HTML | SCSS | JavaScript

Worked with a team to develop and design a App and Web to help the student and adviser on determining the health of their students.

- Ensures user-friendliness, responsiveness, and consistent performance.
- Student health assessments.

Where's my Mommy (Game App)

Game Development Project | August 2021 - October 2021

Unity | C language | Blender

Worked with a team to develop and design a game application to create terrifying horror game with fun.

- A horror game inspired by Granny horror game.
- Role play Horror game which your goal is to scape the house.

FastFare created by CodexMeraki Team (App and Web) New Ventures Creation Project | August 2022 - November 2022

Website | Android | PHP | Firebase | Bootstrap | Adobe Photoshop | Android Studio | Java | HTML | SCSS | JavaScript

Worked with a team to develop and design a App and Web to modernize the payment method of paying fares in PUV's.

- Modernize payment method and Digitalize.
- User friendly and responsive performance.

