

# SAINT F. RABOR

## INFORMATION TECHNOLOGY PROFFESIONAL

### CONTACT INFORMATION

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### PORTFOLIO

github.com/Saijinkun

saijinkun.github.io/SaintRabor.github.io/resume.html

### TECHNICAL SKILLS

- Web development
- App development
- Game development
- Debugging

### PROGRAMMING LANGUAGES, TOOLS AND FRAMEWORKS

- C# | Unity
- MySQL
- PHP
- Javascript | ReactJs | ExpressJs
- Bootstrap | Material UI | CSS
- Flutter | Dart
- VsCode | Visual Studio | Postman

### CORE WORK SKILLS

- Teamwork & Collaboration
- Problem Solving
- Trainability
- Adaptability
- Flexibility



### PROFILE SUMMARY

I'm a versatile web and game developer with a passion for crafting immersive digital experiences. With a strong foundation in both front-end and back-end web development, I bring expertise in a wide range of technologies, including HTML, CSS, JavaScript, PHP, Bootstrap, and React. My proficiency extends to game design, Unity engines, and programming languages such as C#, enabling me to create captivating interactive experiences.



### EDUCATION AND CERTIFICATE

#### ***Bachelor of Science in Information and Technology*** ***PHINMA CAGAYAN DE ORO COLLGE | 2024 - 2025***

- CSS Certificate Course
- Dart Certificate Course
- Javascript Certificate Course
- React Development Certificate Course



### PROJECTS

#### • **School Enrolment System:**

Developed as a Capstone project titled 'St. Gregory The Great Technical School Enrolment System' from August 2023 to March 2024, this responsive system streamlines the online student enrollment process for both mobile and desktop applications, ensuring a hassle-free experience.

#### • **Voice control game:**

Developed during a school game development event titled 'Scream For Maya', this innovative game uses voice control. By detecting player screams, the character's movements are controlled, creating an immersive experience. This project provided hands-on experience in implementing voice recognition technology and creating engaging gameplay mechanics. The 'Scream For Maya' game demonstrates my creativity in breaking traditional gaming boundaries

#### • **Tilt control game:**

"Healthy Run" is an innovative mobile game created as part of a special school project. It's designed to foster child awareness of healthy eating habits in a fun and interactive way. In this tilt-controlled game, players enjoy an engaging journey while collecting nutritious foods and dodging obstacles. Foods are categorized into three vital groups: Go, Glow, and Grow, providing educational insights into their health benefits