John Augustine Sinang

Game Developer

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SUMMARY

Motivated college student that is always **EAGER TO LEARN** in working professionally; **No professional work experience**; Wants to contribute skills in fulfilling the goals of the company.

TECHNICAL SKILLS

Programming Languages
- Python
- C++
- PHP
- JavaScript

Backend Development
- Django

Frontend Development
- HTML
- CSS
- Bootstrap
- ReactJS
- Material UI

Game Development
- C# - Unity

Database
- PHP
- MySQL

PROJECTS

ANIMALZ
A small website that aims to relieve the audiences from their stress

Online Document Request System for Barangays
This projects aims to build a website where people in their respective barangays can access and request documents they desire to have with the comfort of not leaving their homes

Social Distancing Analyzer Utilizing YOLO V4 Algorithm for Crowd Movement Analysis
This project attempts to solve and ease the social distancing problem that occurs whenever a virus outbreak hits an area or whenever a similar case happens.

EDUCATION

2018 - Present

Polytechnic University of the Philippines - Manila
Bachelor of Science in Computer Engineering
- Incoming fourth year student
- Qualified presidential's lister for third year's first semester

2016 -2018

Technological University of the Philippines - Taguig
Science, Technology, Engineering, and Mathematics (STEM)

EXPERIENCE

Lamina Studios, LLC - Game Developer Intern
August 9, 2021 - Present