John Augustine Sinang

Full Stack Web/Game Developer

SUMMARY

Motivated college student that is always EAGER TO LEARN in working professionally; Wants to contribute skills in fulfilling the goals of the company;

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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

Horror Game - Nyctophobia: Bloodline
A collection of prototypes I made as an intern for the Lamina Studios. As an example, I made a game mechanic where players will have a narrow field of view whenever an enemy AI comes close. I also made some jumpscares that triggers when a player interacts an object

2D Top-Down Game
A small game I made as a practice in learning more about unity. It is a small project I based on a tutorial.

Portfolio Website
A small website that will introduce me in my professional and expertise area. From there, you can contact me for my services and know more about me by checking out my professional and social media profiles

EDUCATION

2018 - Present **Polytechnic University of the Philippines - Manila**
Bachelor of Science in Computer Engineering
- President's lister for the whole third year

2016 -2018 **Technological University of the Philippines - Taguig**
Science, Technology, Engineering, and Mathematics (STEM)

EXPERIENCE

Lamina Studios, LLC - Game Developer Intern
August 9, 2021 - September 17, 2021

Check out my website https://august-si.web.app