

# Christian Jonel M. Cañanes

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## CAREER OBJECTIVE

I am passionately pursuing a challenging entry level position within a dynamic and diverse professional environment, driven by the desire to apply the skills I have acquired throughout my education and training in real-world scenarios. As a recent IT graduate, I am eager to make a significant and tangible impact in this capacity.

## EDUCATION

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**Pamantasan ng Lungsod ng Pasig**  
**BS Information Technology (Graduated in July 2023)**

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## AWARDS & ACHIEVEMENTS RECEIVED

- Dean's List (First Year, Second Year).
- President's List (Third Year -First Semester, Second Semester, Summer Class).
- Dean's List (Fourth Year - First Semester).
- Led a group for a capstone project, resulting in a remarkable grade of 1.50, equivalent to an outstanding score of 96%.
- Consistent Government Scholar from 2015 – 2023.
- Graduated with a 1.63 GWA equivalent to 93.08%.
- Graduated with Honors from Senior High.

## INTERNSHIPS & TRAININGS EXPERIENCE

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**MWSS (Metropolitan Waterworks and Sewerage System) Internship** | (December – January 2018)

- Gained valuable corporate experience.
- Managed their inventory system.
- Achieved an outstanding individual grade of 100%.
- Had the opportunity to observe company software development meetings.

**TESDA: MindTech Web Development Level II** | (August -September 2021) (24 days Training)

- Program Logic Formulation and Proficiency in C++
- Java Fundamentals Programming
- Advanced Java Application Development
- Proficient in Web Application Development using PHP & MySQL
- WSDL, REST, and SOAP integration

**YAMAHA Motor Philippines Internship** | (March – July 2023)

- Individual Supervisor evaluation grade of 97%
- Five months of Internship at Yamaha Company - IT Department
- Role: Help Desk Assistant
- **Excelled in Help Desk Role:**
  - Provided top-tier technical support to 7 departments.
  - Managed database administration tasks, ensuring data integrity and security.
  - Developed and implemented Excel macros to streamline processes and enhance efficiency.
  - Handled incoming calls to address concerns and promptly solve various technical software and hardware related problems.

**TESDA: Java Programming Level III** | (October – November 2023) (40 days Training)

- Implementing a database in a project.
  - Studied fundamentals of Object-Oriented Programming (OOP).
  - Learned Software Development Life Cycle (SDLC) principles
  - Prepared for Java 8 Oracle certification & engaged in a collaborative project.
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## PROJECTS EXPERIENCE

### MIND TECH: Student Management System

**Main Programmer/ Project Leader** | (August - September 2021)

- In my role as the **main programmer** and **project leader**, I spearheaded the development of 'MIND TECH: Student Management System' using Eclipse IDE (**Java development**) and **MySQL** for the database, creating a comprehensive system with features such as a **two-section login** for Admin and Trainees, **CRUD functionality for trainee management**, **grade calculation**, and **database integration**. My responsibilities included project management and overseeing the entire development process.

### Pasig City COVID-19 Monitoring System

**Main Programmer/ Project Leader** | (September 2022)

- Heavily utilized PHP and JS as the main programming language to develop the Pasig City COVID-19 Monitoring System, creating a web-based application connected to **MySQL database**.
- Key features include a login panel for both users and admins, enabling admins to execute the CRUD system for managing barangay cases and adding new admin accounts. Users can access a view-only mode to monitor COVID-19 cases, displaying the percentage of affected patients from different barangays.

### Capstone Project: The Lost Basilio: An Educational RPG Game for Santa Lucia Senior High Students.

**Main Programmer/Project Leader** | (July 2022 – January 2023)

- Initiated game development with Godot engine (IDE), demonstrating creativity resourcefulness, and great problem-solving skills despite limited industry resources.
- Solely responsible for **programming** and **animating** the elements of the game utilizing **GDScript** and **C#** for this project.
- Features: Including Story Mode, Local connection Multiplayer, character selection, difficulty modes (easy, medium, and hard), enemies & bosses fight and an Almanac for exploring NPC histories.

## SKILLS

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- Programming language : |Java | Javascript |HTML |CSS | PHP | C++ |.
  - Strong knowledge in Object-oriented programming (OOP).
  - Web Service Experience: [REST, SOAP, WSDL, SEI, UDDI, HTTP Servlet, JAXB]
  - Has an experience working with a server:[ Tomcat, and Glassfish ]
  - Has a beginner understanding in XML, XSLT, XQuery, XML DTD, XPath, and XSD Schema.
  - Database I usually utilize: MySql and MariaDB
  - Basic knowledge in GIT, REACT JS, FIGMA, NODE JS, and Laravel.
  - Can express thoughts fluently in English
  - Demonstrates strong leadership and management skills.
  - Logical problem solver, adept at approaching challenges systematically
  - Ability to blend creativity and logic to overcome complex issues
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## CERTIFICATIONS

- TESDA: Java Programming Level III National Certificate III
- National Certificate II in Computer Servicing System
- TESDA: Web Development Level II National Certificate II
- Coding Bootcamp: Basic Web Development Workshop by ZUIT.
- CodeCamp: Responsive Web Design Developer Certification
- CodeCamp: JavaScript Algorithms and Data Structures Developer Certification