

Christian Jonel M. Cañanes

09065181829 | christianjonelcananes@gmail.com | Pasig City | www.linkedin.com/in/christian-jonel

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

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

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 94.01%.
- Graduated with Honors from Senior High.

INTERNSHIPS & TRAININGS EXPERIENCE

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.
-

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

-
- Programming language : |Java | Javascript |HTML |CSS | PHP | C++ |.
 - Basic background in: Spring framework and Spring boot.
 - Strong knowledge in Object-oriented programming (OOP) | Agile Software Development
 - 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.
 - RDMS: MySQL, H2 Database, MariaDB | NRDD: MongoDB.
 - 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
-

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