



# YVOSH CAILA MARTIN

FRONT-END DEVELOPER, UI/UX DEVELOPER

## CONTACT

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- 📍 Valenzuela City

## SKILLS

- Front-End Development
- Back-End Development
- Time Management
- Digital Marketing
- Social Media Management
- Creative
- Project Management
- Adaptability
- UI/UX

## EDUCATION

- Bachelor of Science in Information Technology (BSIT)  
*Pamantasan Lungsod ng Valenzuela (PLV)*  
2021-2025

## MY PORTFOLIO

📁 <https://yvosh.github.io/martin-portfolio/>



## PROFILE

I have completed my Bachelor of Science in Information Technology (BSIT) and am awaiting graduation this July. I have a strong foundation in web development, specializing in front-end technologies such as HTML, CSS, and JavaScript, as well as back-end development using PHP with MySQL for database management. Additionally, I have basic knowledge of C#, C++, and Python. I am passionate about crafting visually engaging and user-friendly digital experiences. Beyond coding, I also enjoy graphic design—creating posters, marketing materials, and visual assets using tools like Photoshop and Canva.



## WORK EXPERIENCE

**Office of the City Prosecutor (Valenzuela)** 2024  
Intern

- Proposed a system designed to enhance the office's efficiency.
- Developed the front end using HTML, CSS, and JavaScript for the 'Case Records (Intern Project Proposal)' project..

**Capstone Project 1 & 2** 2023-2024  
Front-End and Back-End

- Designed the user interface (UI) and User Experience (UX) using Figma and implemented it in code.
- Responsible for developing 90% of the web-based 'Document Tracking System' application, including its implementation and functionality.
- Developed the front end with HTML, CSS, and JavaScript, the backend with PHP, and the database using MySQL.

**Software Development** 2024  
Front-End

- Developed the front end using HTML, CSS, and JavaScript for the 'Coffee Shop' project.
- Developed the front end using HTML, Tailwind CSS, React and JavaScript for the 'Pharmacy' project.
- Designed the UI/UX with Figma and developed the front end using React, Tailwind CSS, and JavaScript for the 'Beastlink' school system project.

**Game Development 1 & 2** 2024  
UI/UX Designer and Graphic Designer

- Designed and developed the board game 'Guardian of the Museums,' including creating the rules, game flow, and all assets, such as the board, weapon cards, character cards, place cards, points, and more.
- Designed our TTRPG game, including all assets such as the layout, main menu, pause screen, character cards, monster cards, weapon cards, and other cards, while ensuring the overall design was aesthetically pleasing and user-friendly.