



YVOSH CAILA MARTIN

WEB 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

- School Project - Yvosh
Caila V. Martin



PROFILE

Currently completing a Bachelor of Science in Information Technology (BSIT), with graduation expected in June or September. I have a strong foundation in web development. I specialize in Front-End technologies such as HTML, CSS, and JavaScript, and Back-End development using PHP with MySQL for database management. Additionally, I possess basic knowledge of C#, C++, and Python. I am passionate about creating visually appealing and aesthetic digital experiences. I enjoy graphic design, including creating posters, marketing materials, and visual assets using Photoshop and Canva.



WORK EXPERIENCE

Office of the City Prosecutor (Valenzuela) 2024
Intern

- Proposed a system designed to enhance the office's efficiency.
- Created the user interface (UI) using Figma before implementing it in code.

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.
- Designed the user interface (UI) and User Experience (UX) using Figma for the 'Pharmacy' project.
- Designed the user interface (UI) and User Experience (UX) using Figma for 'Beastlink,' a 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.