Iruwin Jay Dadulla

Tacloban City, Leyte, Philippines

<u>dadullairuwin@gmail.com</u> | +639212527180 | <u>https://www.linkedin.com/in/iruwin-jay-dadulla-402a90331/</u>

SUMMARY

Front-end Developer and Civil Engineering graduate with an expertise in ReactJS and Tailwind frameworks, and can build clean, user-friendly interface. Long-time programming hobbyist, skilled in logical problem-solving, and capable of translating and breaking down programming problems into an efficient, working code.

SKILLS

ReactJS Framework, TypeScript, TailwindCSS, Responsive Web Design, HTML, CSS, JavaScript, SASS, JQuery, Git, GitHub, NextJS Framework, Logical Problem-Solving, Programming

EDUCATION AND CERTIFICATIONS

Asian Development Foundation College, Bachelor of Science in Civil Engineering, 2016-2021

FreeCodeCamp, Responsive Web Design, JavaScript Algorithms and Data Structures Certification, Front End Development Libraries Certification

Civil Service Certification, 2018

PROJECTS

My Portfolio

Webpage link: https://arbitrary3.github.io/portfolio

Tetris

- A tetris game made in a week entirely with ReactJS and TailwindCSS libraries
- Designed with smooth controls, and ghost piece feature for more accurate tetrimino aiming, and faster paced game.
- Controls for the game are shown at the right side of the screen.
- The game is mobile responsive, and can be played on mobile phones with touch screen controls.

Restaurant Landing Page

- A homepage for a restaurant where customers can order online
- Made using ReactJS and TailwindCSS libraries
- The restaurant menu is stored in a JSON file for easier adding of menu items
- Homepage shows the best sellers of the restaurant, and users can choose if they want to see the best seller of today, this week, or of all time.

YouTube Homepage Clone

- Meticulously designed to look almost exactly like the YouTube Homepage.
- Fetches API from YouTube to show the top Trending videos in PH
- Hovering on the thumbnail will automatically play a 1-minute preview of the video.
- Mobile responsive, with the mobile version structured like the app